

COLD WARNING

A chilling 7th Edition scenario by
Scott David Aniolowski



Edited by Oscar Rios
& Tim McGonagle

Art by Rueben Dodd
& Stephanie McAlea

Layout & Design
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Thank You

First and foremost, I would like to thank Scott David Aniolowski not just for writing this scenario, but for his entire body of work as an author, editor, and mentor to so many in our community. You sir, are a ruler of the galaxy, a king of the universe, and the rock lobster at the bottom of the bottomless blue.

Thank you to Reuben Dodd for another amazing cover and set of interiors. Like a festering black mold, your insidious malignancy grows more lethal with age.

Our deepest thanks and appreciation goes to Stephanie McAlea, for taking the time away from running her own amazing company, Stygian Fox, to draw maps for the goblin lair.

Thanks also to Brian S. Piokowski and Lisa Padol for their help in proof reading and editorial guidance.

Next, a special thank you to Timothy McGonagle for joining our growing hoard. I am sure you had better things to do than spend a good part of your summer vacation in the cold Maine wilderness. We're grateful and lucky to have you.

Last but not least, thank you to all of our Kickstarter backers. Without your generous support, we couldn't bring these projects out of the shadows and into the light. We hope you enjoy the return on your investment.

Oscar Rios—*Publisher and Editor-In-Chief, GGP*

Dedication

To all those hearty, brave investigators who have allowed me to entertain them over the years. I hope I was able to scare you just a little bit now and then! Unpleasant dreams.

SDA

Cold Warning

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COLD WARNING



By Scott David Aniolowski

“Cold Warning” by Scott David Aniolowski is a newly discovered “lost” manuscript originally written in the early 1990s for a never-produced Chaosium project entitled Amerikan Gothik. With intense rewrites by the original author, and after 25 years of lying forgotten in a file, “Cold Warning” is presented here for the very first time ever.

IMPORTANT: This scenario contains adult themes and possible triggers for rape, forced pregnancy, childbirth, body horror, and drug addiction. Please discuss these issues with your players before running Cold Warning.

KEEPER'S INFORMATION

While on a recent trip to Maine, Joseph and Marilyn Sutton had a mind-shattering encounter with the Wind-Walker, Ithaqua. The Great Old One ravaged Mrs. Sutton, impregnating her through an avatar while her horrified husband looked on helplessly. After the alien horrors ended, the minds of the Suttons were clouded, shutting away the memories of the catastrophic encounter.

Joseph's brother Stuart served as the avatar of Ithaqua during the attack. Stuart Sutton, long-mad, is secretly a worshiper of the Great Old One. It began one fateful day nearly ten years ago. While hunting in the forests of northern Maine, Stuart Sutton became lost in a blizzard. For several days he sheltered in a crude lean-to of pine boughs he cobbled together for protection. After several more days of suffering from frostbite, delusion, and starvation, Stuart Sutton called out for rescue to any higher powers who might be listening. That night, help came to him, but in a form that was more sinister than any he had ever dreamt of in his worst nightmares. The Great Old One Ithaqua strode through the raging blizzard, plucking the near-dead man from his shelter and depositing him on a well-travelled road. The only stipulation was that Sutton take up the cause of the Old God.

Alive but insane, Stuart Sutton agreed.

The following winter, the fledgling cultist took his wife and three children on a skiing trip back to Maine. There, in the snow-bound forest, Stuart brutally murdered his family as an offering to the dread god of the icy wilderness. Later he reported to authorities that his family had been lost in an avalanche. The search for the Suttons proved fruitless and was eventually called off; their bodies never found. Returning to his home in Boston, Stuart Sutton quit his job, abandoned all his friends and family, and became a recluse. Eventually he sold his home and moved to Maine, where he bought an old hunting lodge miles north of Bangor in a quiet and secluded region.

Stuart Sutton's years of insanity culminated in a twisted plot to impregnate his sister-in-law Marilyn with the offspring of his dread god, the Wind-Walker. Stuart invited Joseph and his wife for a stay at his lodge, Winter Haven, under the guise of reconciling old family disputes. He then lured them into the wilderness and called Ithaqua down from the night sky. The Great Old One took possession of Stuart Sutton's body and subdued both Joseph and Marilyn with its magical ability. The avatar then placed a portion of its own essence, a dark, cold seed, into the body of the helpless Marilyn, to gestate within her. This event was later buried deep

within the victims' subconscious minds, leaving them mentally damaged, but unaware of what exactly had occurred.

Returning home to Arkham, Joseph began to experience horrible nightmares and eventually sought psychotherapy. It was at this time the couple began to notice Marilyn's weight gain and somnambulism.

She began getting violently ill for short periods of time each night, vomiting blood and strange, cold mucus. It was obvious that Marilyn was pregnant, although physicians were at a loss to explain the strange symptoms, especially her lower than normal body temperature. Marilyn became increasingly irritable, banishing her doctors, refusing treatment, and isolating herself from close friends.

Psychotherapy did not ease Joseph's nightmares, but it did cause him to recall disjointed portions of his magically suppressed memories. Joseph confronted Stuart, accusing him of having an affair with Marilyn. The brothers fought, but then parted. Later, Stuart traveled to Arkham where he murdered Joseph and made it look like a suicide. After the funeral, Stuart insisted that Marilyn come to stay with him in Maine so he could care for her until she had the baby. Marilyn, due to her poor physical and mental condition, readily agreed.

COLD WARNING

The Cast of “Cold Warning”

ACHAK

Handyman

HURIT

Cook & Housekeeper

DOMINICK STROLLO

(Alias: Tony Morello, Businessman)
Gangster

ROSE STROLLO

(Alias: Rose Morello)
Gangster's Flirtatious Daughter

QUENTIN WENTWORTH

Doctor

ARTHUR BURGESS

Author

STUART SUTTON

Insane Worshiper of Ithaqua

AVERY PHILLIPS

Personal Nurse

MARILYN SUTTON

Mother to a God's Child

Cold Warning Papers #1

*The Recording of Hypnosis
Session 9: J. Sutton,
December 15*

-CRACKLE- Cold. Very cold. All around me is snow. The sky is black and **-UNINTELLIGIBLE-** My ears explode with screams of a wind that rips at my body. My skin burns and then goes numb. **-CRACKLE-** lungs start to freeze. I gasp for air. My head throbs as my blood turns to ice and my skin blackens. Suddenly there is a movement **-UNINTELLIGIBLE-** moves in the sky above me. Something huge. Something dark. I gasp and try to run. Cold arms reach for me from the snow, pulling me down. A wild shriek pierces my eardrums. I scream. I can't feel anything. My body is numb. There are blurry faces in the swirling wind. They move toward me. They aren't human **-UNINTELLIGIBLE-** else. I struggle **-CRACKLE-** the pressure of the snow and ice smothers me. The blurry faces get closer. The dark shape from above calls me on the cold wind. I try to scream above the howl of the wind but my voice is drowned out **-UNINTELLIGIBLE-** just two red stars burning in the black sky above **-CRACKLE-**

Currently, Marilyn Sutton is at Winter Haven in Maine, under the care of a full-time nurse hired by Stuart. She has become physically debilitated and nearly insane, due to carrying the spawn of a Great Old One. Stuart Sutton, cultist of the Wind-Walker, prepares for the coming of the Godling of Ithaqua, dreaming of how it will bring humanity closer to the brink of chaos.

STARTING THE SCENARIO

The time is February (1927 or whatever year best fits the Keeper's campaign), in the midst of an unusually bitter, snowy winter. The investigators begin play in Arkham, hired to locate the widow Marilyn Sutton. There are a number of options as to who hired them and why. Keepers can choose from any of the following, including having different investigators work for multiple people.

- 1. The Uneasy Alienist:** It is late in the evening when one of the investigators receives a phone call from a man who identifies himself as Dr. Trenton Harrod, an Arkham psychiatrist. The doctor apologizes for the lateness of his call and assures them it is an urgent matter. He has become familiar with the investigator's reputation through some mutual friend, colleague, or newspaper story that claimed that the investigator is skilled at resolving unusual mysteries. Dr. Harrod explains that recently one of his patients committed suicide under strange circumstances. He says the man, Joseph Sutton, had been experiencing horrible nightmares for some time, but was making progress in understanding their underlying source. Then suddenly, he was found dead of an apparent suicide, but Dr. Harrod doubts this is the case. He assures the investigator that his patient had not been suicidal, and he hints there may be more to his death than meets the eye, perhaps even foul play. Dr. Harrod won't go into details over the phone, but requests the investigators come to his office in Arkham where he will fully explain things and issue them a generous retainer (\$10 per day plus expenses, +\$1 per investigator). The psychiatrist seems very sincere and anxious for help in resolving what he calls "the most disturbing and unusual case of my career."
- 2. The Moody Inquiry:** The investigators are hired by the family of Marilyn Sutton. The Moody family knows very little about what Marilyn has been going through these last few months, as she had chosen to isolate herself. They learned through mutual friends that Marilyn's husband Joseph committed suicide, she is presently living with members of her husband's family, and she is also pregnant. The Moodys are confused as to why she has

not contacted them, or returned their calls and letters in several months. Due to the harshness of the winter and difficulty in travel (they live in El Dorado Springs, Missouri), the Moodys cannot make the trip to Arkham themselves. Therefore, they are looking to hire someone to track down Marilyn, deliver a letter from them to her, and report back on her condition and location. They are a working class family running a hog farm, but can offer the investigators \$35 dollars for this (\$10 in advance, \$25 upon reporting back on her whereabouts and delivery of the letter).

- 3. Patient Zero:** Dr. Ephraim Sprague, one of Marilyn Sutton's physicians (and Arkham's Medical Examiner), became very concerned with her strange symptoms and the unusual secretions she was producing. He was able to take a sample of this fluid before Mrs. Sutton began refusing medical treatment. He took his samples and notes to Professor Conrad Miller, Chairman of the Miskatonic University Department of Biology (School of Natural Sciences). Professor Miller conducted extensive tests but could not identify the substance. Fearing this could be the first sign of a potentially dangerous outbreak (with the memory of the Influenza Pandemic of 1918-1919 still fresh in their minds), the two men sought out Mrs. Sutton only to discover she had left the state. They are now desperate to find her and eagerly hire the investigators to locate her and report back to them on her physical condition, as well as make a list of those she has been in close contact with or anyone else the investigators find with similar symptoms. The doctors will offer the investigators \$10 per day plus expenses, +\$1 per investigator, drawn from the coffers of Miskatonic University.

STARTING THE INVESTIGATION

Dr. Trenton Harrod's Office

Dr. Harrod's office is located in his home in the Uptown neighborhood of Arkham. Harrod's home is a large Colonial building of red brick and white columns, stately and well-appointed. The residence / office has neatly trimmed holly bushes, still shiny green despite the snow and cold, and a black wrought iron fence. A sign on the front door reads dr. trenton harrod, psychiatrist. Visitors enter into a large open foyer with a marble floor and large brick fireplace, where a welcoming fire crackles in the hearth. Several doors lead off from the foyer into the rest of the first floor.

As the investigators set foot in the foyer, a woman in her 50s steps out from a side room and regards them coolly. When they explain who they are, and

that they're expected, she leads them into the small sitting room. A door in the sitting room has a brass placard reading Dr. Trenton Harrod. The woman knocks on the door softly, then enters, saying something in low tones to the person within. Investigators who make a Hard Listen skill success can hear that she simply says, "The investigators you requested are here. Should I send them in?" and his reply, "Yes, of course, thank you." After a moment, she returns and ushers the investigators in, leaving them with the good doctor.

Dr. Harrod's office is a neat, tidy place, richly decorated and furnished. The room is adorned with a number of cubist paintings and well-tended potted plants. The furniture is large and expensive-looking. Overall, the office has the look and smell of a museum or library; clean and well-kept, but stuffy and a tad musty. An Edison Home Phonograph machine stands on a small side table, its horn looking like the brassy bell of a trumpet.

Dr. Trenton Harrod is a small man in his late 50s with a greying beard, moustache, and round spectacles. He respectfully greets the investigators, firmly shaking their hands as he puffs out a cloud of thin grey smoke from a pipe filled with aromatic tobacco. Once they have exchanged amenities, Dr. Harrod settles into his chair behind his desk and proceeds to expound upon the predicament of the late Mr. Joseph Sutton.

He explains the following points about his former patient:

- » Joseph Sutton first sought Dr. Harrod's assistance in mid-July of last year.
- » Mr. Sutton was suffering from repeated and horrific nightmares that he was unable to recall.
- » He would wake up nearly every night screaming. This put a terrible strain on his marriage and left him irritable and exhausted.
- » Mr. Sutton experienced these nightmares for several weeks before seeking Dr. Harrod's help.
- » He saw Mr. Sutton twice a week from mid-July until just before his death.
- » Mr. Sutton was making progress, as he began to remember more of his dreams.
- » While his nightmares had not abated, he was beginning to form an understanding of what they might represent.

If questioned as to what these dreams might represent, Dr. Harrod hesitates, puffing on his pipe nervously before saying, "It's a rather delicate matter, and I would rather not say." If pressed, Dr. Harrod explains, "Mr. Sutton had begun to suspect that his brother and wife might be... involved. However, I explained to him that these dreams might only reflect a deeper-seated fear

of inadequacy and not reflect anything actually happening."

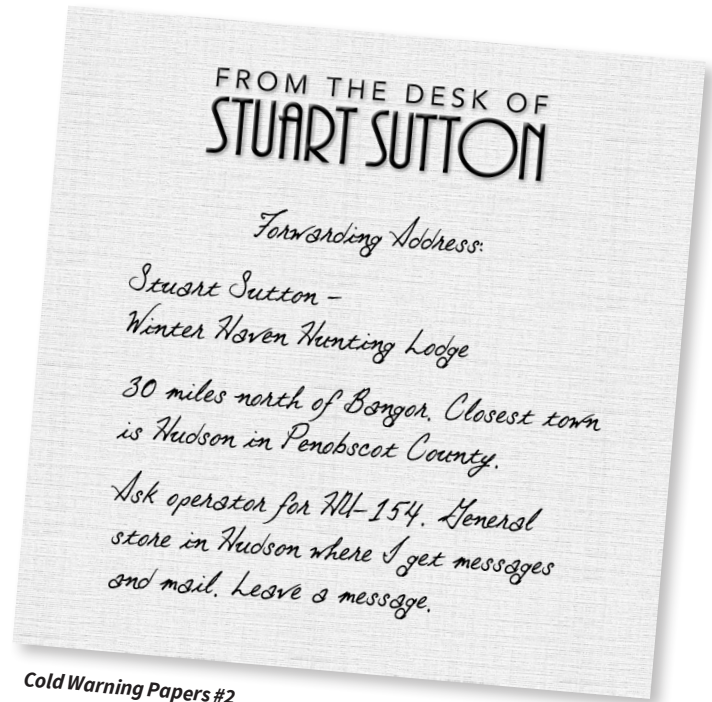
Dr. Harrod says that he has a fascinating piece in Mr. Sutton's file that may help shine some light on his client's dreams. The doctor proceeds to a cabinet and retrieves a small cardboard cylinder. Opening it, he gingerly slides out a wax cylinder, explaining that it is a recording of Mr. Sutton made during one of their last appointments. Sutton was in a deep trance brought on by Dr. Harrod, who recorded the session with his Edison Home Phonograph machine. The sound quality is low at best and full of crackles and hisses (see *Cold Warning Papers #1*).

The Fear Of Cold

Dr. Harrod says he suspects that the roots of Mr. Sutton's problems were a deeply repressed phobia: cheimatophobia (the fear of cold). Mr. Sutton suffered from this condition, likely caused by an incident from his childhood. When Joseph was in his late teens, he and his father were on a hunting trip in northern Maine and became lost. The father and son languished in the cold wilderness for close to a week before being discovered by a Maine Warden Service officer who got the pair to shelter. Sadly, the senior Mr. Sutton perished but young Joseph survived. He did not survive the ordeal unscathed, as he lost portions of his left hand to frostbite, rendering it useless. Dr. Harrod does not understand what had suddenly brought on Joseph's nightmares. However, Dr. Harrod states that Sutton seems to have lived with his cheimatophobia for many years without such disturbing nocturnal experiences. The greying psychiatrist does know, however, that Mr. and Mrs. Sutton visited his brother Stuart at his hunting lodge, north of Bangor, Maine, in late July. It is possible something there may have occurred to trigger these nightmares. Dr. Harrod could never get Joseph Sutton to speak much about that trip, and had begun to suspect that this was because certain memories of it were somehow being suppressed.

Dr. Harrod's Lead

In closing, Dr. Harrod gives the investigators a piece of embossed stationery from Stuart Sutton. He met the man briefly at Joseph's funeral, and did not like the look of him. When he learned that Marilyn was going to Maine with Stuart, he asked for a way to get in touch with him in case there were



matters that needed a family member's attention. He explains, "Stuart Sutton was rather evasive, and at first refused. But I insisted, quite strongly, until he relented." On it Sutton had written the information for his hunting lodge in Maine. On the paper is written the contents of *Cold Warning Papers #2*:

Cold Warning Papers #2

Forwarding Address:

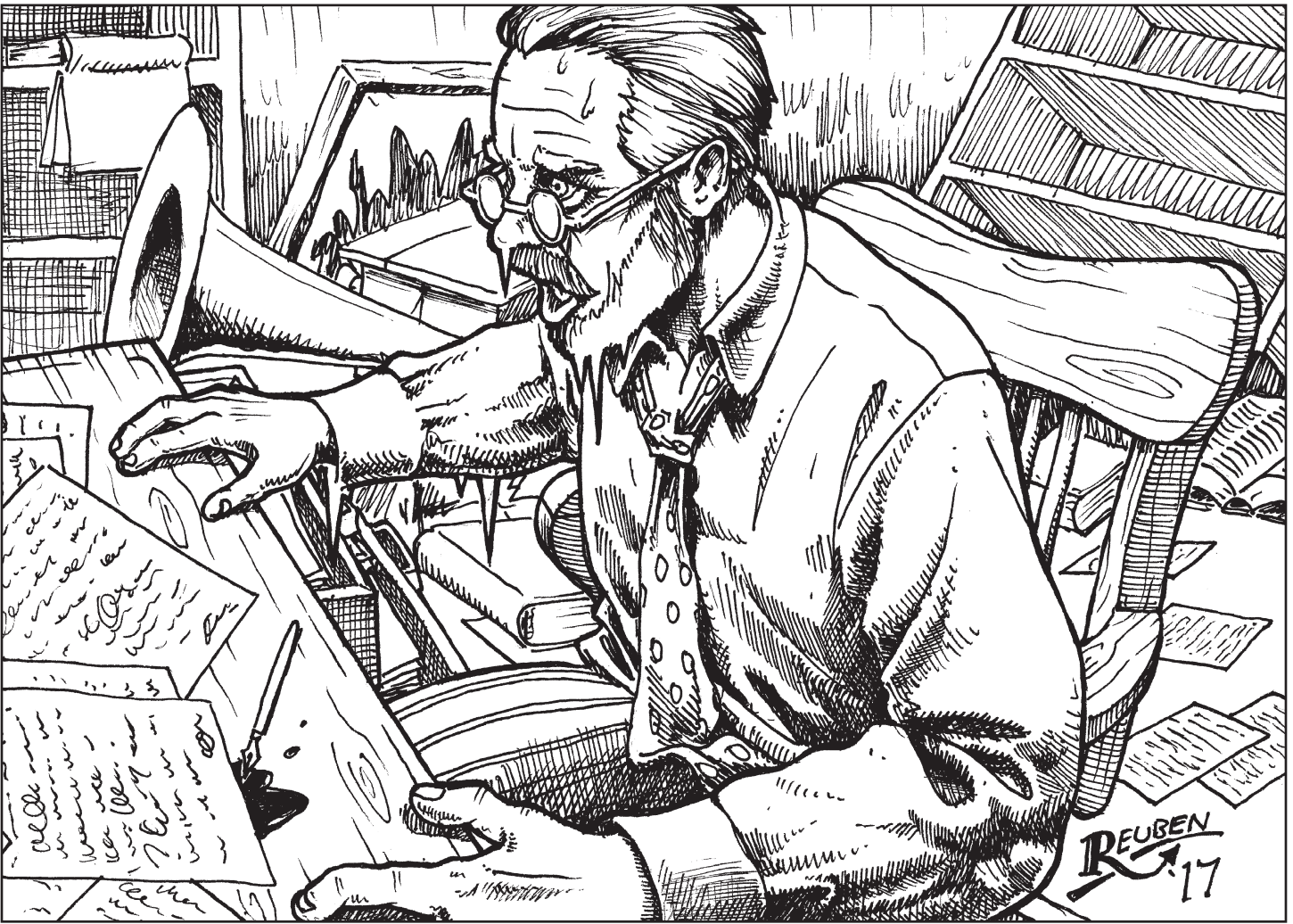
*Stuart Sutton, Winter Haven
Hunting Lodge*

*30 miles north of Bangor. Closest town
is Hudson in Penobscot County. Ask
operator for HU-154. General store
in Hudson where I get messages
and mail. Leave a message.*

The Fate of Dr. Trenton Harrod

After speaking with the investigators that night, a terrible blizzard befalls Arkham. The Great Old One Ithaqua, at the direction of a suspicious Stuart Sutton, directly causes this. Sutton asked his dark god to watch Dr. Harrod, aware that his brother's psychiatrist might suspect something (after their exchange at Joseph's funeral). Upon learning of the investigators' visit to Harrod's office (through a dream delivered by the Wind-Walker), Stuart is convinced the psychiatrist is now a threat. He then summons Ithaqua to deliver him to Arkham, transporting Stuart on the winds of the sudden blizzard. Once outside of Dr. Harrod's office, the cultist uses his Cold Warning of Ithaqua spell.

The next day the house is completely snowed



in, much worse than any other residence in the neighborhood. The investigators are contacted by Ms. Swain, Dr. Harrod's secretary, who explains that something odd has happened. She tells them about the condition of Dr. Harrod's home, which she is unable to enter due to the snow, and that she has been trying to reach him for several hours by phone without success. She asks if they could come by to assist her, saying that Dr. Harrod told her that if anything odd happened to him, she should contact them.

Should the investigators dig their way up to Dr. Harrod's front door, Ms. Swain lets them into the house with her key. Investigators find no signs of a break-in, but the foyer of the house seems even colder than the temperature outside. Once inside, investigators feel so much colder that their ears, noses, and fingertips begin to sting. Frozen rugs beneath their feet crunch as if they were walking across frosted grass. Investigators experiencing these effects must make a Sanity check for 0/1 point of damage.

Investigators making a search of the home find Dr. Harrod's once orderly office to be in utter disarray.

It appears as if strong winds have swirled within the confines of the closed room. All records (files, notes, and all wax cylinder recordings) are so frost-covered and brittle that they cannot be handled without crumbling into tiny shards. Worst of all is Dr. Harrod himself, sitting at his desk, frozen solid. The man's skin is hard to the touch and covered in a deathly white frost. His lips, fingertips, ears, and nose are blackened with frostbite. His wide-open eyes are clouded over in a tinge of blue. Investigators witnessing this must make a Sanity check for 1/1D6. If Ms. Swain views this terrible scene she immediately faints.

Arkham Police Records

A successful Fast Talk or Law gains the investigators access to police reports on the Sutton suicide filed by Detective Harrigan. The report states that Joseph Sutton shot himself in the head with a .45 revolver, causing instant death. It details cause of death as a self-inflicted bullet wound to the left side of his head. Sharp investigators may recall that, according to Dr. Harrod (if they've already met with him), Joseph Sutton's left

hand was crippled. This makes it very unlikely that he could have used his left hand to hold and fire a gun. If the victim used his right hand, which is much more likely given his handicap, the wound would have been inflicted to the right side of his head. A successful Idea check will uncover this inconsistency if the investigators do not think of it themselves.

The Arkham police also have the gun and Joseph Sutton's suicide note. A successful Hard Fast Talk

Cold Warning Papers #3

*I can't go on. Please
forgive me my beautiful
wife and my loving
brother*
Joseph

COLD WARNING

or Persuade check is required for the investigators to gain access to the weapon or suicide note. There is nothing to be learned from the .45 revolver, but the suicide note may be useful to investigators (see *Cold Warning Papers #3*).

Cold Warning Papers #3

*I can't go on. Please forgive me my
beautiful wife and my loving brother.*

Joseph

Noting A Similarity

Investigators seeing Joseph Sutton's suicide note, and who have also seen the paper upon which Stuart Sutton wrote his contact information might notice something troubling. Those making a successful Hard Idea check, or investigators specifically stating that they are comparing the two, realize the note is a passable forgery of Joseph Sutton's handwriting by his brother Stuart. Investigators can find samples of Joseph Sutton's handwriting in several places, such as on the sign-in registry book in Ms. Swain's desk, at Dr. Harrod's office, on legal records registered with the city of Arkham (marriage license, property deed, or bank records), or with a successful Hard Luck check on random papers in the den of the Sutton Home. Investigators may then compare this handwriting

to samples of Stuart Sutton's handwriting, which can be obtained from the hunting lodge address given to Dr. Harrod or on the photo in the Sutton family parlor. Any investigator comparing the two and making an Idea check realizes there is a strong implication that the true author of Joseph Sutton's suicide note is his brother Stuart.

If the discrepancy is pointed out to the Arkham police, they dispute the findings. Forensic graphology was not wholly established and embraced in the law enforcement community in the 1920s. If investigators persist, the Arkham police department may well take offense, feeling that they are being accused of shoddy police work. Detective Harrigan may well step in, saying, "You may be willing to stake your reputation on some newfangled mumbo jumbo, but here in Arkham we practice well-established investigative methods. Good day!"

THE SUTTON HOME 594 Crane Street, Campus District, Arkham

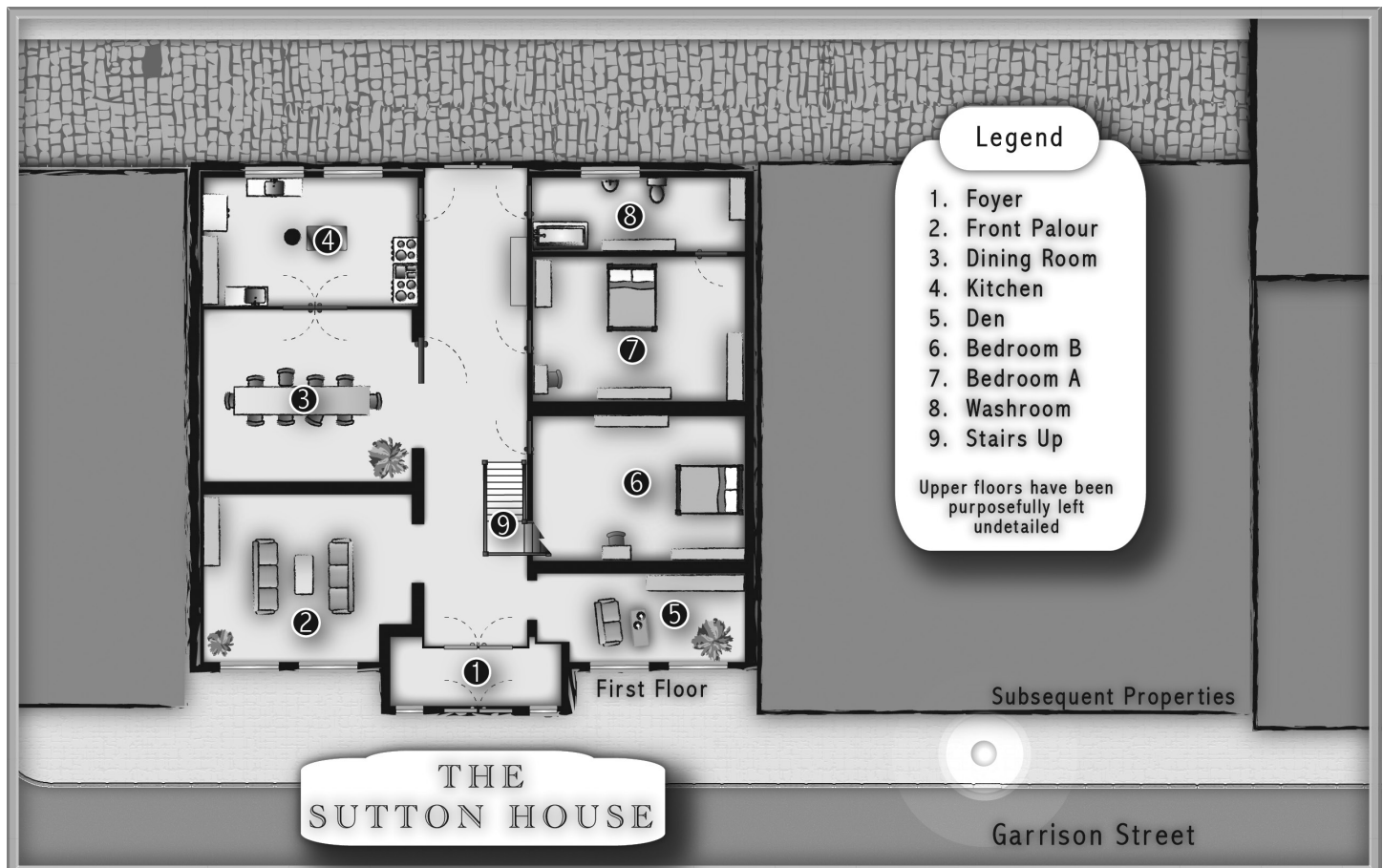
The home of Joseph and Marilyn Sutton is a moderate Georgian-style house, with a second floor apartment that has a separate entrance. The Suttons live on the ground floor while renting out

the second floor to a lodger, one Gary Webb. The ground floor is currently vacant, and all doors are locked. To gain access, investigators will need to force their way in, or pick the lock on either the front door or rear porch door. Investigators who examine the rear door on the enclosed porch, and make a successful Spot Hidden check, notice damage on the lock caused from a previous break in. This is where Stuart entered his brother's home after similarly picking the lock.

Once inside investigators find the home to be beautifully decorated with antiques and fine furniture. Investigators making a successful Appraise check learn of the great value and rarity of many of the pieces here, in excess of \$10,000 worth of property. Joseph Sutton was a successful banker whose income afforded the couple a very comfortable lifestyle. Nowhere in the Sutton home do the investigators find any .45 caliber ammunition, a gun case, or any evidence of gun ownership of any kind.

The Front Parlor:

This room is obviously more for show than use. It is filled with very old photographs, china pieces, and pristine furniture. Atop the marble mantle of the fireplace stands a framed photograph of two men in their twenties who are obviously brothers. In the



COLD WARNING

corner of the photograph an inscription, penned by Stuart, reads:

To Joseph—all the best with college. Stay in touch. Your loving brother, Stuart.

Investigators looking over the photos here notice that the left hand of one of the two young men is awkwardly thrust into his vest, as if in an attempt to conceal it. This is a photograph of Stuart and Joseph.

Another older photograph of a pre-teen boy and a mature man, both with rifles, hangs here. The pair is standing in the snow, each with a foot resting atop a dead bull moose. This is a photograph of young Joseph and his father on a hunting trip. The boy's hands both appear to be normal. An inscription, penned by Joseph, reads:

Me and Papa in Maine hunting moose

Investigators who've seen the suicide note or forwarding Maine address note can use this inscription for comparison purposes (see *Noting a Similarity*). The person who wrote the inscription did not write either the note or the forwarding address.

The Den:

Shelves of books line the walls of this small den area. The books are on various subjects: classic literature, accounting, business, the arts, etc. Nothing resembling occult or other unusual subjects can be found. In a roll-top desk are several ornate pipes and a pouch of tobacco used by Joseph Sutton. Within a desk drawer is an address book that contains the address and directions to Stuart's Winter Haven Hunting Lodge near Bangor, Maine.

Bedroom A:

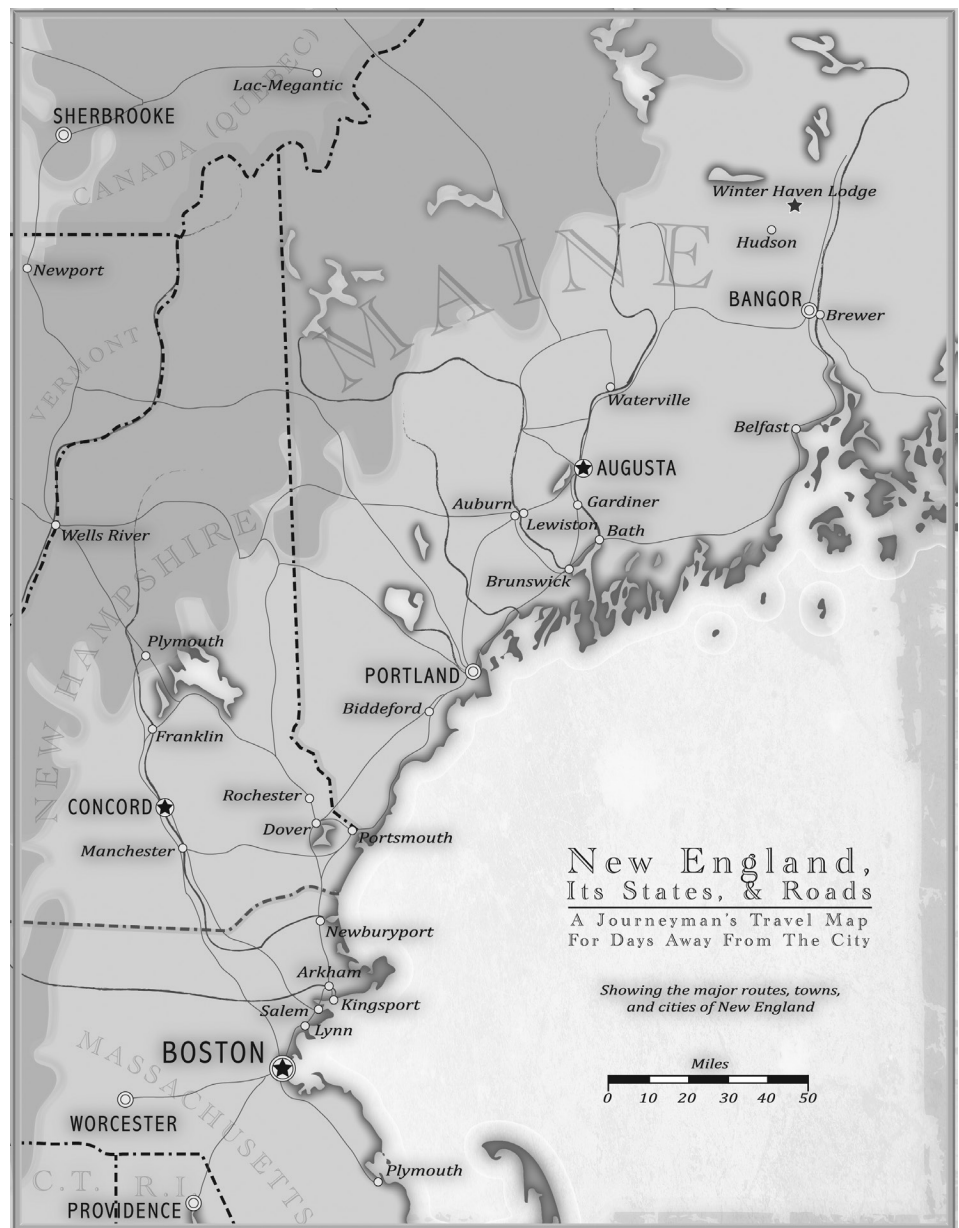
A baby nursery. New baby furniture including a crib, bassinet, and dresser stand against one wall, the delivery tags from the furniture store still affixed, suggesting nothing in this room has been used.

Bedroom B:

The Suttons' bedroom. Their enormous bed fills the greater portion of the space. The most obvious thing about this room is a large brown stain on the Persian rug next to the bed. A successful Know or Idea check suggests the brown stain is blood and a successful Medicine check will confirm it. This is where Joseph's body was found. Checking the dresser and the closet reveals mostly men's clothing. Much of Marilyn's clothing is missing, as she took it with her when she left. The only female clothing remaining is far too small to fit a pregnant woman.

The Lodger

The Suttons rent the second floor of their home to Gary Webb, a young Englishman and musician fairly



new to Arkham. Webb is an accomplished pianist currently working at a fine Arkham restaurant called Newman's. He has been the second floor tenant of the Suttons for almost a year. Unless investigators stated they were searching the Sutton house quietly, and each makes a successful Stealth check, Gary Webb hears them and comes down to investigate the noise while armed with a cricket bat. He knows the house is supposed to be empty as Mr. Sutton is deceased, and Mrs. Sutton is away indefinitely. Catching the investigators in the house, Mr. Webb brandishes his weapon while threatening to phone the police. Investigators must make a successful Fast Talk, Charm, Intimidate, or Persuade check, to keep him from doing so.

The young musician is hesitant to speak with the investigators about the Suttons, saying he has already told the Arkham police all he knows. A

successful Persuade, Charm, or Intimidate check is required to get him to open up.

Once talking, Webb says he started hearing Mr. Sutton repeatedly scream out in the middle of the night towards the end of last summer. The pianist says that Joseph Sutton explained that the screaming was a result of horrible nightmares and sheepishly apologized each time.

He also says that on two recent occasions, he spotted Mrs. Sutton standing in the backyard, late at night, wearing only her dressing gown. He recalls that on both occasions, there were very heavy snowfalls and that she seemed to be transfixed, gazing upwards into the night sky.

Webb then explains he alerted Joseph to these incidents on both occasions. Both times, Mr. Sutton gently led his wife back inside, careful not

COLD WARNING

to wake her. After the second incident, he says that Mr. Sutton threatened to evict him if he mentioned this to anyone. As he is a struggling musician with few resources, he could not risk being forced to find other accommodations, so he remained quiet about this, even when questioned by police. If investigators ask him if he recalls the Suttons going away to Maine last summer, he very clearly he says does. He remembers how tired and worn out they both seemed, particularly Mrs. Sutton, whose health went into steady decline thereafter.

If Gary Webb does not discover the investigators while they search the Sutton home, they may still speak with him by simply knocking on his door. The entrance to his second floor apartment is clearly visible from the street, with both newspapers and empty milk bottles placed outside his door. While searching the Sutton's home they can also clearly hear someone moving around above them, or notice the lights on the second floor are on.

GETTING TO MAINE

Getting to Winter Haven, Stuart Sutton's hunting lodge, requires the investigators to drive or take the train to Bangor, Maine. The trip from Arkham to Bangor is roughly 255 miles. Once arriving in Bangor, investigators traveling by rail must take a taxi from Bangor north to Hudson, while those

driving can simply continue their journey. The trip from Bangor to Hudson is another twenty-five miles, and the road conditions deteriorate with each passing mile. Eventually the investigators reach Hudson and the general store where Stuart gets his mail and phone messages.

As the weather has been brutally cold and snowy, driving from Arkham to Bangor is treacherous and slow. The journey that normally takes five to seven hours likely takes twice that time, if not longer. For every fifty miles traveled, the Keeper should have the investigator driving make a Drive Auto check. The driver must also make a Luck check, to determine if road conditions suddenly become even more dangerous. With success on both checks, the investigators continue on their way without incident. However, those failing either of these checks must roll 1D6 on the *Driving Mishap Table*.

The train trip from Arkham to Bangor takes about six hours with short stops in Boston, Massachusetts; Manchester, New Hampshire; and Portland, Maine; before finally reaching Bangor. The investigators easily find taxicabs outside Bangor Union Station. The weather is no less severe here, and the cab drivers are reluctant to go all the way north to Hudson, requiring a successful Persuade check. The chance of success increases 10% for every \$5.00 the investigators offer the cabbie. If successful,

their cab driver, Claude Beaulieu, hustles the investigators into his car, stuffing their luggage into the trunk. He speaks with a thick French accent and explains that he is originally from Quebec, Canada, but immigrated to America a few years ago with his wife and two sons. Claude Beaulieu has a 70% Drive skill and must make it once during their trip from Bangor to Hudson. The Keeper should roll on the same *Driving Mishap Table* above if he fails his Drive check. Claude also has a 55% Mechanical Repair skill and can make any repairs necessary in half the time mentioned in the *Driving Mishap Table*.

Hudson General Store

Hudson, Maine, is a tiny rural town of about 370 people. The only business in town is the Hudson General Store that supplies locals with all their basic needs, and acts as the post office and a satellite station for the Maine Warden Service. Mr. Fickett, the proprietor of the general store, is also Hudson's Postmaster General. An officer from the Maine Warden Service comes about every other week for three days. The general store is the only building in Hudson that has electricity or telephone service, both of which are highly unreliable at best. None of the buildings have indoor plumbing.

If asked about Stuart Sutton, Mr. Fickett says that he is an odd duck, very moody, and not friendly. He

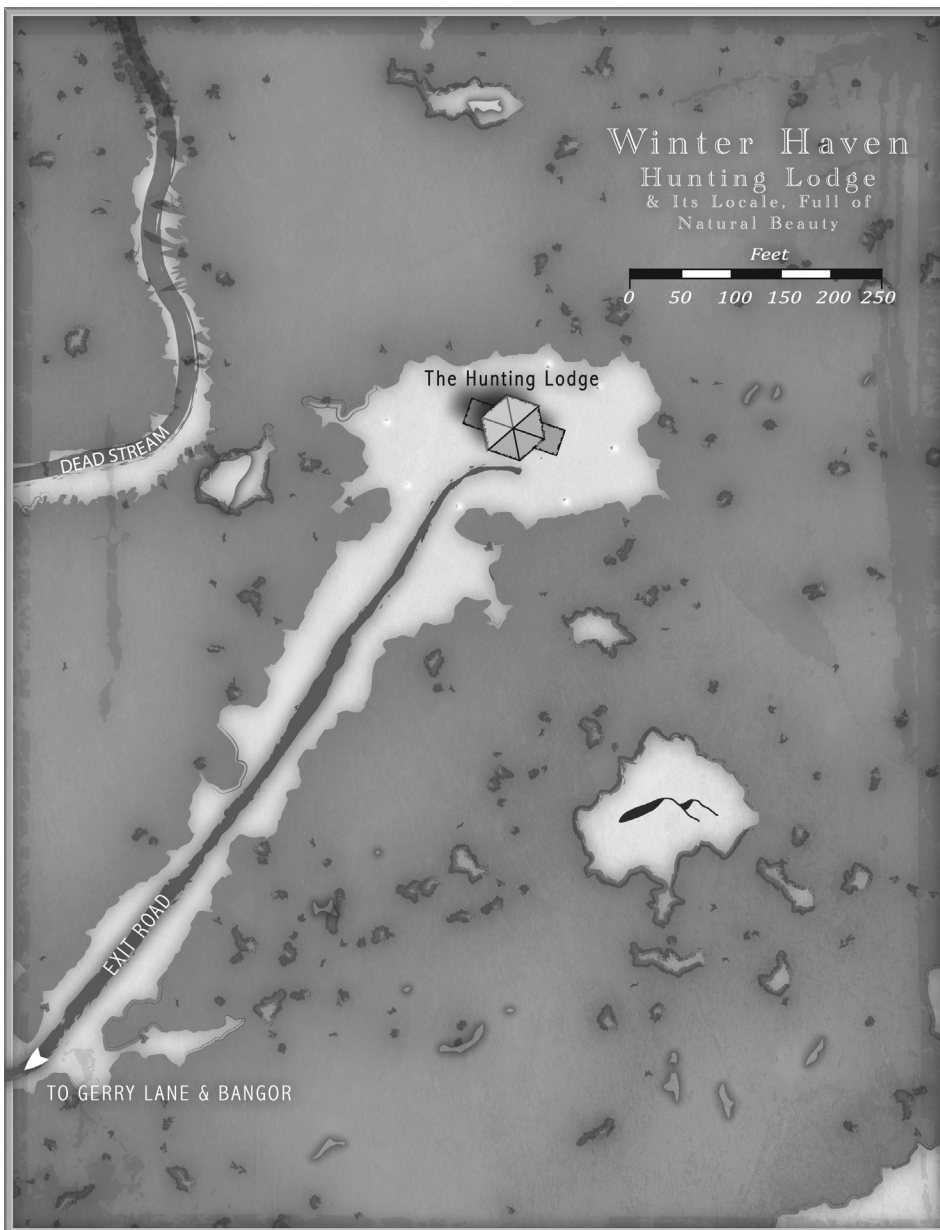
Driving Mishap Table

Drive Auto Check

- 1-2:** The vehicle hits a patch of ice and the driver loses control of the car. An investigator making a successful Hard Drive check will regain control of the vehicle. Those failing this check fishtail, or spin out, before ending up in a ditch or snow bank on the side of the road. Their car will then need to be dug out and pushed back up onto the road (taking 1 hour). Investigators making an Extreme failure on their Drive check hit a tree and their car needs repairs (taking 1D3 hours and a successful Mechanical Repair check).
- 3-4:** High winds suddenly begin blowing the car out of its lane. An investigator must make a Hard Drive check to maintain control of the vehicle. Those failing this check lose control of the vehicle, and hit a large tree, rock, telegraph, or telephone pole (Keeper's discretion). Everyone in the car suffers a Minor injury (1D3) and the vehicle requires considerable repairs. These repairs require a Hard success on a Mechanical Repair check and take 2D4 hours. Investigators getting an Extreme failure on either their Drive check or Mechanical Repair check, find the car totally disabled, preventing roadside repair.
- 5-6:** The driver suddenly encounters a disabled logging truck off the side of the road, but its size partially blocks the lane of traffic. The driver must suddenly break or swerve the car in order to avoid a collision. Investigators failing this Hard Drive check collide with the truck, everyone in the vehicle suffers a Moderate injury (1D6), and the vehicle requires considerable repairs. These repairs require a Hard success on a Mechanical Repair check and take 3D4 hours. Investigators getting an Extreme failure on either their Drive check or Mechanical Repair check find the car totally disabled, preventing roadside repair.

Luck Check

- 1-2:** A tree has fallen across the road blocking all lanes of travel. The tree is between 110 and 200 in size (1D10 x 10+100), and requires a combined str of equal or greater to remove it (see Physical Human Limits, on page 88 in the *Call of Cthulhu 7th Ed. Keeper Rulebook*). Or, the investigators may move the fallen tree by wrapping a chain or rope around it and pulling it with their car. This requires a successful Drive check. Failure indicates that the car cannot find traction and simply spins its tires in the icy road. Failing both, investigators can saw the tree into six portions of their choosing and remove it (provided they have access to a saw).
- 3-4:** The road has been closed due to the snow. They must find an alternate route, requiring an additional 1D3 hours of travel time as they backtrack to find a crossroad, and then work their way back in the proper direction.
- 5-6:** A deer runs out in front of the car and the driver must make a successful Hard Drive check to avoid striking the animal. If the driver fails and hits the deer they must make a Luck check. Those failing the Luck check find their vehicle damaged, requiring 1D3 hours and a successful Mechanical Repair check. Those making an Extreme failure on either the Drive or Luck check knock the animal over the hood of the car, and it becomes lodged in the now shattered windshield. The wounded animal flails about wildly in pain, its broken legs thrashing about inside the car. All passengers suffer a Minor injury (1D3) and must make a san check for 0/1D2 points.



comes to the general store once a week to check for messages and mail and pick up supplies for his hunting lodge. Aside from Mr. Fickett, most people in Hudson have no dealings with the man, for which they are grateful (as he makes most people uneasy). Mr. Fickett knows little about the comings and goings at Sutton's Winter Haven Hunting Lodge, as Sutton usually picks up lodge guests in Bangor himself. The items he purchases are all standard supplies expected for a hunting lodge of that size: foodstuffs, kerosene, basic medical supplies, wood axes, shovels, saws, paper, wooden matches, rifle ammunition, lanterns, blankets, warm clothing, snowshoes, etc. However, Mr. Fickett does mention that Mr. Sutton orders a dozen sets of bed linens every week.

Mr. Sutton stopped by the general store two days ago for supplies, mail, and messages, so

he isn't expected back again for almost a week. Mr. Fickett can give the investigators directions to the hunting lodge, and Claude Beaulieu says he will take them there, for an extra \$5.00. Winter Haven Hunting Lodge is about five miles from Hudson, deep in the forest.

The Final Leg Of The Journey

The journey from the Hudson General Store to Winter Haven Hunting Lodge is treacherous. The road winds through the trees and up and down hillocks. The snow continues to fall and the road is little more than an opening between trees most of the way. The investigators are unsure that they are consistently remaining on the road, and may simply be driving through the forest in some random direction. The travel is slow and rough. The car gets bogged down several times as the incline

increases and the car wheels spin in the deep and drifting snow. As investigators come within sight of the lodge, their vehicle (if they drove themselves) or Claude's taxi becomes badly stuck while driving up the steep incline. The last quarter mile of road is simply too steep and icy for a vehicle to gain any traction, forcing investigators to walk the last quarter of a mile uphill in waist-deep snow to the hunting lodge. Claude spends the next hour turning his taxi around and heading back to Hudson. If the investigators drove themselves, this is the closest the vehicle comes to reaching Winter Haven.

WELCOME TO WINTER HAVEN

Arriving at the lodge unannounced, the investigators are met by a young Native American man who introduces himself as Achak. He quickly checks through a large ledger and says that they have rooms available to accommodate the investigators, although they may have to share.

Achak makes one thing extremely clear to the new guests: while they have free reign of the main lodge's common areas, guests' private rooms and the guest cabin are off-limits. He refuses to discuss anything about the guest cabin, under any circumstances, explaining that it is by Stuart Sutton's order. Hewon't say more unless someone can make a successful Hard Persuade check. In this case, he quietly explains that Mr. Sutton's sister-in-law lives in the guest cabin. He believes her health is fragile, due to the combined stresses of losing her husband and a difficult pregnancy. Mr. Sutton has given strict orders to the staff not to let anyone bother her.

Winter Haven Hunting Lodge: Overview

Originally built in 1783 as a shelter for local trappers, Winter Haven was abandoned in the 1820s, when Boston's great fur empire collapsed. The lodge sat quietly for many years until purchased and reopened by a wealthy businessman from Boston who used it as a retreat and hunting lodge for his wealthy friends. The property changed hands numerous times over the next 90 years until it was finally abandoned and then sat empty before Stuart Sutton bought it and turned the place into a ski lodge and winter resort.

The lodge is an enormous building constructed of logs and fieldstones, situated on a plateau on the side of a steep, wooded mountain. It rests hundreds of feet up the mountain, and is accessible only by a single crude road that winds up and around the pine-crowded slopes. Portions of the higher slopes have been cleared of trees for use as ski trails, although the area is still quite wild and untamed.



It is not uncommon for guests of Winter Haven to become snowbound by sudden and terrible blizzards. There is no telephone, electricity, or indoor plumbing in the lodge. Heat is provided by wood in fireplaces and wood stoves. Outhouses and a single outdoor shower provide basic, if very cold, bathroom facilities. Every guest room is provided with a washbasin and stand, for washing up, or for when the outdoor shower has frozen. The lodge handyman, Achak, carts in tubs of water from a nearby freshwater spring every day, storing it in large casks in the kitchen.

While the doors to the dining room and supply room are never locked, the doors to the office, Stuart Sutton's suite, and Marilyn Sutton's cabin, are always locked. In the late evening, the doors to the outside are also locked. Sutton is the only person with keys to the office and his suite, although his small staff also has keys to the supply room and outside doors.

The Staff

The hunting lodge is staffed by owner Stuart Sutton and by a young Native American couple (of the Penobscot tribe), Achak and his wife Hurit. They handle the cooking, cleaning, maintenance, and

groundskeeping work around the lodge. Achak can also assist guests on guided hunts and in the cleaning and dressing of their game.

Achak, Handyman

Achak is a young man from the Penobscot tribe in Maine, part of the larger Algonquin Nation. He and his wife left their home and their people in search of a better life, finding Stuart Sutton and Winter Haven Hunting Lodge. Achak does all of the maintenance and grounds work for the lodge in return for meager pay, a place to live, and three meals a day.

Achak is well-versed in the legends of his people and knows well the tales of the ferocious wendigo. While he knows nothing of the Cthulhu Mythos, he does truly believe in the evil wendigo and warns the investigators from wandering the dark, cold forests alone at night. In troubled times, Achak puts his faith in the Kitcki Manitou—the Great Spirit who is the father of all life. Achak has no special magical powers. Once his trust is earned, Achak is a loyal friend.

Hurit, Cook And Housekeeper

Hurit came with her husband Achak to Winter Haven Hunting Lodge, where she does all the

cooking and cleaning. Hurit is a shy, quiet young woman with a polite and pleasant demeanor. She

Achak

Handyman, Age 19

STR 80 CON 80 SIZ 70 INT 70 POW 60
DEX 70 APP 80 EDU 45 SAN 60
LUCK 50 HP 15 MOVE 8 BUILD 1

DAMAGE BONUS: +1D4

WEAPONS:

Brawl 65% (32/13), damage 1D3+1D4 or Knife, damage 1D4+2+1D4

Wood Axe 35% (17/7), damage 1D8+2+1D4

.22 Bolt-Action Rifle 45% (22/9), damage 1D6+1, Range 30, 6 shots, RoF 1, Malfunction 99

SKILLS: Own Language (Penobscot) 70%, Other Language: English (50%), Algonquin Lore 75%, Charm 25%, Camouflage 50%, Climb 65%, Dodge 35% (17/7), Drive Auto 25%, Electrical Repair 15%, First Aid 35%, Jump 50%, Listen 45%, Mechanical Repair 55%, Ride 50%, Spot Hidden 45%, Stealth 60%, Swim 35%, Track 65%

COLD WARNING

Hurit

Cook & Housekeeper, Age 18

STR 60 **CON** 80 **SIZ** 50 **INT** 70 **POW** 80
DEX 80 **APP** 70 **EDU** 35 **SAN** 80
LUCK 60 **HP** 13 **MOVE** 9 **BUILD** 0

DAMAGE BONUS: None

WEAPONS:

Brawl 30% (15/6), damage 1D3 or
 Butcher Knife, damage 1D6

.22 Bolt-Action Rifle 45% (22/9),
 damage 1D6+1, Range 30, 6 shots, RoF 1,
 Malfunction 99

SKILLS: Own Language (Penobscot) 75%,
 Other Language: English (35%), Algonquin
 Lore 45%, Disguise (Camouflage) 30%,
 Cook 55%, Dodge 40% (20/8), First Aid 50%,
 Listen 55%, Spot Hidden 35%, Stealth 30%

does not speak much with anyone other than her husband, as she is self-conscious of her thick Penobscot accent. Other than Stuart Sutton and Nurse Phillips, she is the only person allowed into the guest cabin, which she visits to bring supplies and do general cleaning. Hurit knows of Marilyn's alarming physical condition, her midnight strolls through the forest, and her hunger for live food. She

keeps these secrets to herself out of fear of losing her position at Winter Haven. Hurit believes very strongly, like her husband, in the evil wendigo that prowls the lonely places looking for victims.

Questioning Hurit

Investigators questioning Hurit about the guest cabin may detect, with a successful Psychology check, that she is nervous and afraid to speak of both the place and the duties she performs there. She refuses to divulge any information, explaining that Mr. Sutton has told her not to speak of anything she has seen there. Hurit also mentions that both she and her husband need their jobs and cannot afford to anger their employer. However, investigators making a Hard success on a Persuade check get her to mention the following things:

- » Stuart Sutton hired a private nurse, named Avery Phillips, who lives in the guest cabin with his sister-in-law.
- » Nurse Phillips keeps Marilyn Sutton tied to the bed most of the time to keep her from getting out.
- » Marilyn Sutton's pregnancy is not going well, and she seems very sick.
- » Marilyn Sutton sometimes wriggles out of her bonds in the night, as Nurse Phillips often neglects to check to see if they are secure.

» Marilyn Sutton sometimes goes outside at night to wander around, catch small animals, and eat them.

» Most of the bedding she takes from the guest cabin for cleaning is so fouled with thick black slime, that it cannot be cleaned and they are forced to burn it.

» Mrs. Sutton's cabin is very hard to keep clean, but she is not allowed in for more than a few minutes at a time. She becomes very fearful when mentioning this and won't elaborate further.

A Guide To Winter Haven Hunting Lodge

The Foyer:

The entrance to Winter Haven is decorated with old photographs of the building's history, pairs of old snowshoes, a few Native American artifacts, and several mounted deer and moose heads. To one side of an enormous fireplace, a huge black bear rears up on its hind legs, claws outstretched and mouth frozen in a ferocious snarl. The crackling fire in the fireplace glints off the glass eyes of all the mounted animals, making them appear to follow the investigators around the room.

The Great Room:

This cavernous room is the hub of lodge activity



COLD WARNING

where the guests gather in the evenings to socialize and sip warm brandy in front of the huge double fireplace. Two great winding staircases lead up to the second floor to the guest rooms. A balcony goes around the entire second floor, providing a bird's-eye view of the great room from above. Enormous windows stretch from the floor to the ceiling, and offer breathtaking views of the winter wonderland beyond.

The room is decorated with numerous hunting and fishing trophies, mostly moose and deer, a few salmon and striped bass, and a large black bear head over the main fireplace. Most have brass plaques identifying the hunter as Stuart Sutton, but one or two read Joseph Sutton. Another built-in cabinet displays a Savage Model 1920, and a dozen bolt-action .300 caliber rifles. The gun case is always kept locked, and only Sutton has the key. Racks holding a dozen pairs of snowshoes and another with a half dozen fishing poles hang on a wall.

A built-in cupboard acts as a well-stocked bar, providing liquors and alcoholic beverages free to guests. It mostly contains Canadian Whisky, Brandy, and Scotch. Sutton has no fear of the Bureau of Prohibition this deep in the woods of Maine. Under the bar, hidden in an ice bucket, are six boxes of .300 ammunition (50 shells each) for the rifle on display.

The Dining Room:

The dining room is furnished with many small tables, each set with old linen, antique dishes, silverware, and glassware. In the evening, candles adorn each table, bathing the room in a soothing warm glow. Meals are served every day at 8:30 am, 1:30 pm, and 7:00 pm. Special arrangements must be made with Hurit for preparing meals at other times. This requires a successful Persuade, Charm, or Fast Talk check, or a tip of at least \$.50.

The Kitchen:

The kitchen is moderately equipped with two wood burning cast iron stoves, a large fireplace for roasting, butcher block tables, and other normal kitchen items. Hurit does all of the cooking for Winter Haven, including baking all breads and making wonderful desserts. Stuart Sutton supplies the woman with fresh game, fowl, and fish whenever he can, and in warmer weather, a large garden produces a fair amount of fruits and vegetables that are stored in a small root cellar. At any time, fish, ducks, and deer can be found hanging in the kitchen, or being cleaned on the back deck. Large casks holding water from the nearby freshwater spring are stored in the kitchen and filled daily by Achak who lugs tubs of water back and forth on a sled in winter.

The Pantry:

Assorted dry and canned goods are stored here.

The Supply Room:

Normal supplies such as kerosene, extra lanterns, paper goods, etc. are kept here. However, the amount of linens and bedding here far exceeds the needs of a lodge of this size.

Guest Rooms:

These are the standard guest rooms, each furnished with a large bed, small desk, two chairs, washbasin and bowl, dresser, and fireplace. Each room is also equipped with two oil lamps. The rooms comfortably accommodate two people. Fresh towels are provided daily, and sheets are changed once a week or when someone vacates a room. A small stack of firewood sits next to each fireplace, and the guests are expected to keep up their own fire, although Achak gladly gets fires started and brings more wood as needed. The bowls in the washbasins are cleaned and filled with fresh water each day. The rooms cost \$5.00 per night, including three meals daily and use of the lodge facilities.

Suites:

These two rooms are slightly larger and have sitting rooms. They are each furnished with a large bed, two night stands, small desk, two chairs, washbasin and bowl, dresser, table, small sofa, and double fireplaces separating the two rooms. The suites are provided with three oil lamps each. The sheets are changed each morning and fresh towels are brought daily. A small stack of firewood sits next to the fireplaces, and Achak gets fires started while periodically checking on them during the day, and will also bring more wood as needed. The bowls in the washbasins are cleaned and filled with fresh water each day. These rooms cost \$7.50 per night, including three meals, and full use of the lodge facilities.

The Guests

When the investigators arrive at Winter Haven, there are four other guests, plus Marilyn, staying at the lodge. Unless otherwise noted, there is nothing of significance to be found in any of the guest's rooms beyond their personal items. Four regular rooms and one suite are available for the investigators.

Dominick Strollo (Alias Tony Morello):

Dominick Strollo is a New York City mob capo with the Genovese crime family. He recently made a hit on a club owner, protected by a rival family, who may or may not have been involved with his daughter Rose. His higher-ups sent the gangster

away until things cool off. Dominick Strollo is a smallish man with a perpetual five o'clock shadow and steely blue-grey eyes. He has a thin, cold smile and dresses in moderately nice suits and fedoras. He has the unmistakable accent and speech of a New York City thug. Dominick is distant and aloof, avoiding contact and conversation with other guests as much as he can. If pressed or questioned about his telltale way of speaking, he claims to be a businessman from New York City just looking for a little rest from his work. Strollo is staying in Room 4, using the alias Tony Morello.

Strollo brought his only daughter, Rose, with him while in hiding to ensure her safety (and good behavior). He is an extremely protective father and does not take kindly to men showing his flirtatious

Dominick Strollo

(Alias: Tony Morello, Businessman)
Gangster, Age 40

STR 65 **CON** 70 **SIZ** 55 **INT** 65 **POW** 40
DEX 60 **APP** 60 **EDU** 55 **SAN** 40
LUCK 65 **HP** 12 **MOVE** 8 **BUILD** 1

DAMAGE BONUS: None

WEAPONS:

Brawl 75% (37/15), damage 1D3 or
Brass Knuckles, damage 2D4 or
Fighting Knife damage 1D4+2

.45 Automatic 75% (37/15), damage 1D10+2,
Range 15, 7 shots, RoF 1(3), Malfunction 00

Thompson Submachine Gun 55% (27/11),
damage 1D10+2, Range 20, 30 shots, RoF 1 or
full auto, Malfunction 96

SKILLS: Own Language (English) 55%,
Other Language (Italian) 50%,
Dodge 50% (25/10), Drive Auto 35%,
Fast Talk 50%, Intimidate 50%, Law 35%,
Listen 45%, Spot Hidden 55%, Stealth 85%

Rose Strollo

(Alias: Rose Morello) Gangster's
Flirtatious Daughter, Age 20

STR 40 **CON** 65 **SIZ** 45 **INT** 70 **POW** 45
DEX 55 **APP** 90 **EDU** 70 **SAN** 45
LUCK 55 **HP** 11 **MOVE** 8 **BUILD** 0

DAMAGE BONUS: None

WEAPONS:

Brawl 40% (20/8), damage 1D3

Scratch with Finger Nails 50% (25/10),
damage 1D2+1

SKILLS: Own Language (English) 60%,
Language (French) 45%, Language (Italian)
35%, Art (Photography) 15%, Art (Drawing
and Painting) 35%, Charm 75%, Dodge 27%
(13/5), Drive Automobile 25%, Fast Talk 45%



daughter any undue attention; he once broke the legs of a young man whom he caught kissing his precious Rose.

Investigators who are journalists, policemen, private investigators, or lawyers have a chance of recognizing Strollo with a Know roll (Hard for those not from NYC). Strollo tries to silence anyone who identifies him and then make his escape. He carries brass knuckles (jacket pocket), a small knife (in his sock), and .45 revolver (in a concealed shoulder holster) with him. The gangster spends most of his time in his room, claiming to be catching up on his reading. In truth, he likes staying close to where his Thompson submachine gun is hidden (under the bed in a violin case).

Rose Strollo (Alias Rose Morello):

Rose Strollo is a strikingly beautiful young woman, well-versed in the wilds of the world, and spoiled rotten by her overprotective gangster father. She spent a year at art school in Europe until her father discovered that his sweet little Rose was painting nudes of male models. He immediately called her back to New York, sending a lackey to retrieve and escort her. Rose enjoys the company of young men,

much to her father's displeasure. She openly flirts with any young man who takes her fancy, including any male investigators with an app of 70 or higher. Rose enjoys a drink, or two, and likely sneaks out to the bar in the Great Room after her father falls asleep. Once drunk, which doesn't take long, Rose begins talking about a club owner she was dating to make another boy jealous. Her father "took care of" the club owner and now they have to be stuck in "the frozen white north" until everything simmers down. Rose Strollo is staying in Room 3, the room adjacent to daddy (Room 4).

Dr. Quentin Wentworth:

Dr. Wentworth is a wealthy Bangor physician on vacation at Winter Haven Lodge, staying in Room 6, close to the stairs. A large man, Wentworth uses an ornate sword cane for support when he walks as the obese doctor recently suffered a minor heart attack due to work-related stress, high blood pressure, and his weight. He has come to the hunting lodge to relax, recuperate, and lose some weight by dieting and light hiking. Wentworth does little more than putter around the lodge. He takes a short walk each afternoon,

but never ventures far from the shelter of the lodge. He can be seen smoking a foul-smelling cigar after dinner, and while usually a heavy drinker, he limits himself to just one or two brandies after dinner.

Any strenuous physical activity or major psychological shock has a chance of causing the doctor to suffer a heart attack. For prolonged and strenuous physical activity such as running, fighting, or a major psychological shock resulting in the loss of 5 Sanity points or more, Dr. Wentworth must make a successful con check. Failure indicates a Severe (1D10 points of damage) heart attack, but with a critical failure he suffers a Terminal (4D10 points of damage) heart attack (see page 124 of the *Call of Cthulhu* 7th Ed. Keeper Rulebook).

Investigators treating Dr. Wentworth for this heart attack must make a Hard Medicine check to halve the damage suffered. If the investigators save the man, all those who participated in treating him are rewarded with 1D4 Sanity Points. Wentworth is not out of the woods, however; even if the investigators save him he must remain bedridden, fed, and nursed by someone. In his room is a bottle

Nitroglycerin Overdose

An overdose on nitroglycerin pills, whether accidental or on purpose, produces any of the following effects:

- ▶ Shortness of breath or slow breathing
- ▶ Blurred vision or double vision
- ▶ Heart palpitations
- ▶ Rapid or slow heartbeat
- ▶ Confusion
- ▶ Dizziness
- ▶ Fainting
- ▶ Vomiting
- ▶ Cramping
- ▶ Cold skin or flushing
- ▶ Bluish tinge to the lips and fingernails
- ▶ Convulsions
- ▶ Coma

Death does not generally occur from a nitroglycerin overdose, but a victim left untreated may eventually succumb and die a slow death.

Quentin Wentworth Doctor, Age 56

STR 45 **CON** 45 **SIZ** 90 **INT** 85 **POW** 70
DEX 45 **APP** 50 **EDU** 90 **SAN** 70
LUCK 55 **HP** 13 **MOVE** 7 **BUILD** 1

DAMAGE BONUS: +1D4

WEAPONS:

Brawl 50% (25/10), damage 1D3+1D4

Sword Cane 25% (12/5), damage 1D6+1D4

SKILLS: Own Language (English) 90%, Language (Latin) 50%, Credit Rating 80%, Dodge 22% (11/4), First Aid 85%, Medicine 75%, Persuade 50%, Psychology 25%, Psychoanalysis 15%, Science (Chemistry) 25%, Science (Pharmacy) 45%

Arthur Burgess Author, Age 36

STR 45 **CON** 65 **SIZ** 45 **INT** 75 **POW** 70
DEX 50 **APP** 60 **EDU** 85 **SAN** 30
LUCK 55 **HP** 11 **MOVE** 8 **BUILD** 0

DAMAGE BONUS: None

WEAPONS: Brawl 30% (15/6), damage 1D3

SKILLS: Own Language (English) 85%, Language (German) 35%, Cthulhu Mythos 3%, Dodge 25% (12/5), Fast Talk 25%, History 55%, Library Use 60%, Listen 40%, Native American Mythology 50%, Occult 45%, Persuade 25%, Psychology 15%

of nitroglycerin pills, and a box of cigars, both on the nightstand in plain view. A Medicine or First Aid check identifies the pills and lets the investigator know that they are used to treat severe heart problems. He has enough medicine with him to keep his heart stable for 1D3+1 days.

If the investigators have not managed to get Dr. Wentworth off the mountain and to a hospital in Bangor before his medicine runs out, or if he

suffers more physical or psychological trauma, his condition worsens. Dr. Wentworth will require daily medical treatment, in the form of a Hard success on a Medicine check, to avoid suffering another heart attack.

If investigators get Dr. Wentworth safely away from Winter Haven and to a hospital, each investigator receives

another 1D2 Sanity points. He makes a full recovery over the next few months, and tries to keep in contact with investigators during his convalescence. Investigators gain a dear friend and ally in Dr. Wentworth.

Arthur Burgess:

Arthur Burgess is an author from Boston, staying in Room 8. Mr. Burgess is a strange, aloof, and socially awkward man with unkempt hair, an untrimmed beard, and disheveled clothing. Between sleeping, reading, and working on his typewriter, Burgess is in his room twelve to fourteen hours a day. He leaves only to get meals in the dining room and to take walks in the woods. He is cordial but not overly friendly. Burgess eats and sits alone, declining any invitations of company at meals or on his walks in the forest, saying he prefers to be alone with his thoughts so that he can plot out his stories in his head.

Mr. Burgess writes horror stories for the pulp magazines, specializing in themes of native Indian lore and myths. During his research into the legends of the Algonquin Nations, he learned of the myth of Ithaqua and the wendigo. Following up his research in various old rare occult tomes at the Boston Public Library, he has connected the indigenous peoples' wendigo stories with Ithaqua. His deep research into blasphemous matters and Mythos horrors has greatly damaged his sanity.

If followed into the woods, Burgess is found deep in conversation with some unseen, unheard entity. If confronted, he denies it. A successful Persuade check convinces him to reluctantly explain that he speaks with manitous. A successful Occult check identifies manitous as Native American spirits. In reality, Mr. Burgess is not in touch with any spirits, and the voices he hears are completely in his head. A successful Psychology check after speaking with the Bostonian for a length of time reveals his tenuous grasp on reality.

His room is set-up identically to every other with the addition of a small desk and chair, which have been brought in at his request, for him to work. Atop the desk are a large, heavy typewriter and two stacks of paper—one blank and one with the working draft of a story. He is currently working on a story titled, "The Whispers in the Woods". The story tells of a man who hears voices in the woods, but never sees anything. Beyond being autobiographical, there is nothing to be learned from Burgess' story.

A successful Spot Hidden check, however, discovers a book wrapped in cloth in one of the desk drawers beneath more blank sheets. The book is over 100 years old, written in German, and titled *Reste verlorener Reiche*. Arthur Burgess stole this volume from The Boston Public Library's Rare Book Room on a recent visit. Although they do not have time to fully read and study the book, at the Keeper's discretion, investigators may spend 6D10 hours studying it to attempt learning (requires a Hard Success on an int check) one spell of the Keeper's choice from the book. Arthur Burgess does not give up the book easily, however, and the investigators must either steal it from his room or make a Hard success on a Fast Talk, Persuade, or Intimidate check in order to read it. If he finds his book missing, Burgess becomes obviously upset, pacing nervously about the lodge in search of his prize. If he suspects the investigators have it, he pesters and threatens them to return it. He will even resort to fisticuffs, although he is likely outmatched by even the weakest investigator.

Reste Verlorener Reiche

Reste verlorener Reiche, or *Remnants of Lost Empires*, was written by Otto Dostmann and published in Berlin by Der Drachenhaut Press in 1809. The book details the Black Stone and includes a table of the Aklo alphabet, as well as discussing ancient stone ruins in the Pacific and Asia Minor. Cthulhu Mythos beings connected with cold and air are discussed, including Aphoom-Zhah, Ithaqua, and the fishers from outside.

In German, Sanity Loss 1D6; Cthulhu Mythos +2/+4 percentiles; Mythos Rating 18;

Study: average 5 weeks to study and comprehend.

Suggested Spells: Call Ithaqua, Dismiss Ithaqua, Contact Aphoom-Zhah, Contact Wendigo (race not Ithaqua), Summon/Bind Fisher from Outside.

Stuart Sutton's Wing

The Office:

Stuart Sutton's office is an unkempt place. His desk is cluttered with assorted papers, records, and old documents. Broken hunting and hiking equipment, a warped old desk, and four busted chairs crowd the right side of this room. A stuffed pheasant and several mounted striped bass fish decorate the walls.

The desk is kept locked, but if the investigators successfully make a Locksmith check, they easily gain access. Within they find Stuart Sutton's journal beneath a stack of papers and old maps. The journal, while obviously written by the same person throughout, begins as very neat and clear, but slowly becomes almost illegible towards the end. Investigators reading the journal find an especially interesting and nearly illegible entry (see *Cold Warning Papers #4*):

Cold Warning Papers #4

July 23: Tonight I introduced Joseph and Marilyn to the Master. It was a glorious event! He took Marilyn as his bride, and used his humble servant as the bridegroom for the consummation. How sad they will not remember. Now I await the Messiah. The snow will run crimson with blood and the winter winds shriek out his coming. Then the son will stride the winds with the father and turn the world toward madness.

[Completely illegible date]: Joseph is dead. My brother confronted me about July. Somehow he remembered. It must have been that damned doctor he's been seeing. Joseph was a threat to us. I had to stop him. They think he killed himself. I'll bring Marilyn to Winter Haven until the great day so I can protect her and the Master's precious baby.

If the investigators have the suicide note, and compare it to this handwriting in Stuart Sutton's journal, they recognize the very strong similarities between the two. They can then deduce that the same person likely wrote them both.

Stuart Sutton's Suite

Sutton lives in a small suite of rooms on the ground floor of the lodge. He does not spend much time in his suite except to sleep, usually from 4:00 am until 10:00 am unless he has business that requires he rise earlier. Most nights, he excuses himself from his guests as early as 10:00 pm, saying he is tired and going to bed. Sutton uses his private entrance to come and go unnoticed in the night when he stalks the wintry wastes and pays homage to Ithaqua.

Following Sutton

Investigators can watch and follow him with successful Spot Hidden and Stealth checks. A Track check is not necessary in the deep snow, as the trail is clear. If the investigators do not cover their own tracks, Stuart will realize he has been followed. In order to step carefully in his tracks, investigators must make a successful dex check. Failure means they have not been nimble enough to cover their tracks.

If Stuart Sutton discovers he is being followed, he takes one of two actions. Initially, he may fire a shot in the investigators' direction, not to hit them, but to scare them. He then apologizes, saying it is not a good idea to follow someone in the woods, as there are bears about and accidents do happen. Later, Sutton will lead those following him deeper into the woods along a path he knows wendigo routinely patrol. This leads to the creatures stalking the investigators, possibly to terrorize them, or even kill them, depending on how aggressively the investigators act.

Sutton's Sitting Room:

This room is furnished with a sofa, coffee table, and pair of overstuffed chairs. Various hunting and

Cold Warning Papers #5: Excerpts from *Legends of the North*

"The Wendigo, long known in the icy Northwest Territories and the northern areas of Alberta, Saskatchewan, and Maine, are said to be a fierce tribe of cannibalistic semi-human creatures that stalk the frozen wastes and dark, lonely forests in search of lost hunters and trappers on which to feed. The Algonquins claim that the hairy monsters steal children, who are either devoured by the furry beasts, or raised by the creatures, eventually transforming into one of the Wendigo. Old Indian legends tell of the blood-curdling wail of the Wendigo which, it is said, can often be heard late at night in the icy darkness of the northern wilds."

—From *Legends of the North*

fishing trophies decorate the room, and shelves of books line one wall. A successful Spot Hidden check allows the investigators to find a book entitled *Legends of the North*, a book dealing with the myths and legends of the northeastern United States and Canada, with particular attention to the Sasquatch and wendigo legends. Of the wendigo, the book describes the creature as a cannibalistic monster that stalks the forests in search of lost hunters and trappers to feed upon. The book also claims that the wendigo, like the Sasquatch, is known to carry off children, who are never seen again. Such lost children are thought either to be devoured by the ferocious wendigo, or raised by them and transformed into one of the beasts. There are no obvious references to the Cthulhu Mythos or the Great Old One Ithaqua in this work (see *Cold Warning Papers #5*).

A second Spot Hidden check on the bookshelves reveals a book entitled *The Lost Valley & Other*

July 23

Tonight I introduced Joseph and Marilyn to the Master. It was a glorious event! He took Marilyn as his bride, and used his humble servant as the bridegroom for the consummation. How sad they will not remember. Now I await the Messiah. The snow will run crimson with blood and the winter winds shriek out his coming. Then the son will stride the winds with the father and turn the world toward madness.

Insert.

Joseph is dead. My brother confronted me about July. Somehow he remembered. It must have been that damned doctor he's been seeing. Joseph was a threat to us. I had to stop him. They think he killed himself. I'll bring Marilyn to Winter Haven until the great day so I can protect her and the Master's precious baby.

COLD WARNING

Stories by Algernon Blackwood, published in 1910 in London. If the investigators check the index, they see that a story entitled “The Wendigo” is included in this book, and this section is well-worn from many readings. If read, this powerful horror story easily sets the investigators on edge, given their surroundings, although no Cthulhu Mythos knowledge is to be gleaned from this supposedly fictional work.

A double fireplace between this room and the bedroom separates and heats both areas. A fire burns constantly in the hearth throughout the winter months. Over the fireplace hang a Springfield M1903 .30-06 rifle, a H&H Royal Double .470 Nitro elephant gun, three fishing poles, and most of Sutton’s personal hunting and fishing gear.

The closet in this room holds additional hunting, fishing, and trapping gear, including snowshoes, warm clothing, two bear traps, and one trap-setting tool in a wooden crate. There are also three boxes of ammunition for the Springfield rifle, each holding 50 rounds, and a mostly empty box of .470 shells with eight rounds.

Sutton’s Bedroom:

This room is furnished with a large bed, nightstand, washbasin and bowl, chair, and dresser. A large mounted moose head hangs over the fireplace. On top of the dresser stands a primitive carving roughly two feet tall (see The Wendigo Carving).

Stuart Sutton

Stuart Sutton is a devout worshiper of Ithaqua, as well as a cold and calculating man devoid of compassion for others. He is obsessed with a singular ambition: bringing the child of Ithaqua into the world of men. He will stop at nothing to achieve that goal. Stuart Sutton was responsible for luring his brother and sister-in-law into the wilderness so he could summon Ithaqua to ravage Marilyn and leave her pregnant with the child of the Wind-Walker.

Stuart Sutton has constructed an enormous snow mound in a forest clearing not far from Winter Haven. It is here that he communes with his Great Old One master and its servant wendigo creatures. The lodge owner wanders the woods and visits the mound

Stuart Sutton *Insane Worshiper of Ithaqua, Age 47*

STR 75 CON 70 SIZ 75 INT 80 POW 115
DEX 55 APP 60 EDU 80 SAN 0
LUCK 60 HP 14 MOVE 8 BUILD 1

DAMAGE BONUS: +1D4

WEAPONS:

Brawling 75% (37/15), 1D3+1D4 or Fighting
Knife damage 1D4+2+1D4

Wood Axe 40% (20/8), damage 1D8+2+1D4

.22 Bolt-Action Rifle 65% (32/13),
damage 1D6+1, Range 30, 6 shots, RoF 1,
Malfunction 99

SKILLS: Own Language (English) 80%,
Language (French) 40%, Accounting 15%,
Climb 45%, Cthulhu Mythos 25%,
Dodge 30% (15/6), Drive Auto 35%,
Fast Talk 65%, Listen 50%, Native American
Lore 25%, Occult 25%, Ride 25%,
Stealth 85%, Spot Hidden 45%, Track 80%

SPELLS: Call Ithaqua, Cold Warning of
Ithaqua, Contact Wendigo

almost every night, frequently meeting with the hairy wendigo monsters to give them instructions. Stuart sometimes sends lodge guests to their doom by leading them into the wilds where the wendigo wait, falling upon their victims and feasting on their flesh. If given the chance, the beasts, always hungry, attack lone investigators. These hairy-hoofed monsters follow Sutton’s orders until the child of their sire is born, and his services are no longer necessary to their master’s goals.

After the freak blizzard strands the investigators in at the lodge, Sutton attempts to sacrifice the rest of his guests to the wendigo, one by one. He is subtle, patient, and truly a dangerous and deluded madman. Always a hunter, he quietly stalks lone investigators and tries to murder them brutally with weapons or magic. He delights in the suffering that his Cold Warning spell causes, and is most likely to use it if the opportunity arises. If confronted by formidable opponents, Stuart flees into the woods where he hides and waits

The Wendigo Carving

The primitive carving depicts an emaciated, hoofed humanoid creature with a horrible equine face. Its mouth is stretched and gaping unnaturally wide, and its eyes are large and glaring. It is carved of wood, wrapped in white animal fur (a successful Hard Natural History check identifies this as wolf fur), and has antlers attached to its head (successful Natural History identifies the antlers as deer antlers). A successful Anthropology check identifies the figure as Native American in origin, carved by the Ojibwa. Another successful Anthropology check identifies it as a wendigo, a creature of Native American myth, feared and shunned because it is a savage cannibal that feasts on the flesh of men, and whose hunger is never satisfied. Investigators making a successful Appraise or Archaeology check identify the item as being less than five years old and containing several modern materials.

If shown to Achak and Hurit they wave the figure off, saying it is something very bad, but they refuse to say more. A successful Persuade check gets them to hesitantly explain that it is a totem figure of a wendigo, a horrible cannibal creature that haunts the wilderness, hunting men, driven by an insatiable hunger for human flesh.

Stuart Sutton has enchanted the ugly carving to use as a focus for his Call Ithaqua spell. Anyone in possession of the totem and casting the Call/Dismiss Ithaqua spell has an additional +25% to the chance of success.

patiently for his adversaries to seek him out so he can ambush them.

Stuart Sutton has his employees Nurse Phillips, Achak, and Hurit firmly under his control, as they depend on their position at Winter Haven for both income and a place to live. They are under strict orders not to let anyone near Marilyn, and to report anything suspicious to him immediately. Marilyn Sutton is now insane, and Stuart takes full advantage of this, keeping her on a very short leash until she is of no further use to him and his god.

Staff Quarters

Achak and Hurit live in a small suite consisting of a sitting room and bedroom. Both rooms have furniture typical of the lodge, and are decorated modestly with art and artifacts brought with them from their tribal home. The young couple is Penobscot, indigenous people of Maine and a part of the larger North American Algonquin Nation.

Staff Sitting Room:

This room contains a couch, two overstuffed chairs, a coffee table, and several lanterns to

Bear Traps

The bear traps are the typical iron offset jaws and teeth with a trigger plate. They are set with a special trap-setting tool that looks much like a c-clamp. Once open and set, anything stepping on the trigger causes the powerful jaws to snap shut, trapping its prey. Lengths of attached chain ending in a spike are used to secure the traps. Each trap weighs about 35 pounds and produces enough force when tripped to break a man’s leg.

Bear traps causes 1D6+1 points of damage, and hold their victims with 65 str points of force. Victims suffering more than 4 points of damage must also roll a Luck check, or suffer a broken leg. To forcibly free someone from the sprung trap requires greater than 65 points of str to be applied. Trapped victims can only apply 1/2 of their own strength to such efforts. There is no way to open a sprung trap without the use of a trap-setting tool.

The Michabo Mask

This tribal mask is hand-carved wood, painted white, and depicts a rabbit-like creature. A successful Anthropology check identifies the mask as Native American in origin, carved by the Penobscot. Another successful Anthropology check identifies it as Michabo, an important Manitou, or spirit. With that successful check, the investigator knows that the Great Hare Michabo drove away the cannibal Manitous from the lands of the Algonquins. Another successful Appraise or Archeology check confirms that this mask is not very old, only about a year in age. This mask uses traditional Algonquin materials and construction techniques that differ from the Wendigo mask found in Sutton's room.

If Achak and Hurit are questioned about the mask, they are insulted that the investigators have been snooping through their private quarters. A successful Persuade or Fast Talk check is needed to convince the young couple of the investigators' sincerity and apology. If successful, Achak and Hurit explain to the investigators that the mask is of Michabo, the Great Hare who drove the evil cannibal spirits from the Algonquin lands. It was a gift from Achak's great-grandfather, Chogan, as a housewarming gift for their new residence at Winter Haven.

Unknown to Achak and Hurit, Achak's great-grandfather infused the Michabo mask with powerful magic. Something of an old shaman, Chogan knew that the region where Winter Haven stands has long been known for attracting wendigo. He hoped this gift might keep them safe.

Anyone of non-Algonquin descent who puts on the mask has their minds flooded with imagery of ancient Algonquin medicine ceremonies, strange dreamlike visions, and nightmarish imagery of savage horned creatures. This

action drains the wearer of 1/1D6 Sanity points and renders them unconscious for 1D6+4 minutes. After regaining consciousness, the investigator knows the powers the mask grants the wearer and has the ability to wield them.

Powers Of The Michabo Mask

- Neither the Great Old One Ithaqua nor wendigo can harm the wearer.
- The wearer of the mask has a +50% to their chance of success when casting the Dismiss Deity: Ithaqua spell.
- The wearer has a 95% chance of dispelling any wendigo.
- Dispelled creatures (both wendigo and Ithaqua) are banished back to their frozen lair for three cycles of the moon (three months).

Banishing Ithaqua, as per the Dismiss Deity spell (page 249 in the *Call of Cthulhu 7th Ed. Keeper Rulebook*, requires a minimum of 7 Magic Points for a 5% chance of success. Every additional Magic Point invested adds another 5% chance of success. Casting this spell while wearing the Michabo Mask grants a 50% bonus to the chance of success. Using the mask to dispel a wendigo creature requires the wearer to expend 5 Magic Points and costs 1D3 sanity points.

Dispelling a wendigo creature is similar to a Summon/Bind spell. The mask wearer expends 1 Magic Point per 25% chance of success; however, a result of 96 - 100 is always a failure. Regardless of the result, the wearer suffers a 1D3 Sanity loss per attempt. The wearer can continue to dispel wendigo, as long as they have available magic points, although the mask can only grant this ability 3 times per day.

light it. A double fireplace between this room and the bedroom separates and heats both areas. A fire burns constantly in the hearth throughout the winter months. It is fed wood periodically by Achak to keep their suite heated. The mantle of the fireplace is decorated with several pieces of Native art. The closet holds only heavy coats, boots, scarves, and similar clothing.

Staff Bedroom:

This chamber holds the couple's bed, a pair of nightstands, a washbasin and bowl, two chairs, and a dresser. A successful Spot Hidden uncovers something wrapped in cloth beneath some clothing in the bottom drawer of the dresser. It is a tribal mask (see *The Michabo Mask*).

The Guest Cabin

Separated from the main house by about 100 feet, this small two-room cabin was once used for storage, smoking meat, and fish. It has since been converted to be a rather comfortable guesthouse, a refuge from the main lodge removed far from prying eyes. Here Stuart Sutton can be sure that Marilyn's screams won't be noticed, and her attempts at nocturnal wandering can be prevented, as she is, in essence, a prisoner here. The only people allowed to enter the cabin are Stuart Sutton himself, Hurit the housekeeper, and Avery Phillips, a private nurse in Sutton's employ.

Guest Cabin, The Front Room:

The cabin's front room has been converted to a small bedroom, with a single bed, nightstand, dresser, chamber pot, and a wood burning stove. These sparse accommodations are also the living quarters of Avery Phillips. Investigators making a successful Spot Hidden check in this area find a small medicine bag inside of an elk's head mounted above the bed. This bag is filled with syringes, large rubber cord, and six bottles of morphine (enough to supply a small emergency room for about a month). Unless taking a meal in the main house, which she does at least once a day, Nurse Phillips will be found here, or in the next room.

Avery Phillips, Nurse:

Nurse Avery Phillips is in her mid-forties, and shows the echoes of once having been beautiful, but now looks worn and distant due to her opioid addiction. She has been a user for the better part of a decade and has been fired from her past three nursing jobs, including Bangor General. The reasons were dereliction of duty (due to her being hopped up) and suspicion of stealing morphine (never proven). She is no longer allowed to practice nursing in the state of Maine, having been stripped of all licenses and blacklisted within the medical community. With no way of supporting herself, or her addiction, she willingly accepted Stuart Sutton's job offer to care for his sister-in-law. The horrors she has witnessed

since working here have only driven her further into her addiction, and without the morphine's calming effects, she would likely be insane.

Stuart Sutton hired Nurse Phillips because he needed help caring for Marilyn, plus the nurse's addiction and lack of options make her easy to

Avery Phillips

Personal Nurse, Age 44

STR 60 CON 45 SIZ 70 INT 80 POW 45
DEX 60 APP 50 EDU 80 SAN 60
LUCK 30 HP 11 MOVE 7 BUILD 1

DAMAGE BONUS: +1D4

WEAPONS:

Brawling 25% (12/5), 1D3+1D4

12 Gauge Shotgun (DB) 45% (22/9),
Damage 4D6/2D6/1D6, Range 10/20/50,
2 shots, RoF 1 or 2, Malfunction 00

Hypodermic Needle, 35% (17/7),
Damage 1D2+1D4

SKILLS: Own Language (English) 80%,
Language (Latin) 25%, Dodge 30% (15/6),
Fast Talk 35%, First Aid 80%, Library Use 40%,
Listen 40%, Medicine 70%, Persuade 35%,
Psychology 35%, Science (Chemistry) 20%,
Science (Pharmacy) 50%, Slight of
Hand 30%, Spot Hidden 50%, Stealth 40%

COLD WARNING

control. Stuart has bankrolled her nicely in order to allow her to have ample supplies of morphine while caring for Marilyn Sutton. Stuart Sutton keeps a close eye on Phillips as her addiction makes her sometimes unreliable, and he fears she might speak to the guests about Marilyn. Stuart also knows that Nurse Phillips won't be missed, and he plans to kill her shortly after the birth of his god.

Nurse Phillips dines at the main house most nights for dinner, but takes all other meals at the guest house. Any investigator watching her and making a successful Psychology, First Aid, or Medicine check realizes the woman is most likely under the influence of some sort of opiate. She is overall quite uncommunicative to the lodgers, keeping her interactions with them brief and giving them no information whatsoever as to her patient (claiming it is confidential). Investigators making a Hard success on a Charm, Intimidate, or Persuade check will only get Nurse Phillips to admit that her patient is Stuart Sutton's brother's widow, and that she is experiencing a complicated pregnancy and needs her rest.

If the investigators ask Dr. Wentworth about Nurse

Phillips, he does remember her, by reputation. He'll mention a once skilled nurse who apparently became addicted to morphine, and was fired from several hospital jobs before having her medical credentials revoked. While he does not specifically recall her name, she seems the right age and similar to the description he was given. If he notices she is under the influence of opiates, he becomes certain that this is the same woman, and says she shouldn't be working as a nurse in this state.

If the investigators try to storm their way into the guest cabin, which is locked at all times, Nurse Phillips screams out a warning for whomever it is to leave at once. She'll also threaten them, declaring that she has a shotgun and will use it if they come in, stating that Stuart Sutton has given explicit orders that no one is to see her patient under any circumstances. With the threat of unemployment, withdrawal, and homelessness hanging over her, Nurse Phillips is just desperate enough to follow through on her threat.

Guest Cabin, The Main Room:

Marilyn Sutton is staying in this room, which Stuart Sutton has ordered be kept locked at all times, and

only he, Nurse Phillips, and Hurit have keys. Marilyn seldom leaves her room, and Nurse Phillips brings her meals and whatever else she needs or requests. The only time Marilyn goes out is for her nightly wanderings in the forest, when she manages to slip past Nurse Phillips (this happens occasionally when the nurse is heavily under the influence and forgets to tie Marilyn to her bed).

Investigators gaining entry here witness a horrific scene. First they are assailed by the stench of dried blood, stale rot, bile, and urine. The bedding is soaked with fresh blood, foul-smelling mucus, and a sticky black discharge. The half-breed child writhing within the woman's womb causes her to bleed and vomit sickly mucus in her sleep. While searching the bedroom, a successful Spot Hidden check reveals a tiny pellet of thin bones and fur coated in mucus on the floor next to the fireplace.

A successful Natural World check identifies the fur and bones as those of a mouse, with a Hard success allowing them to realize the animal was swallowed whole and the indigestible parts regurgitated, much like an owl pellet. A side effect of Marilyn's pregnancy is her appetite for small, live food such



Marilyn Sutton*Mother to a God's Child, age 43***STR 45 CON 70 SIZ 90 INT 65 POW 90****DEX 30 APP 40 EDU 75 SAN 25****LUCK 25 HP 16 MOVE 7 BUILD 1****DAMAGE BONUS: +1D4****WEAPONS:** Rake with Fingernails 50% (25/10), damage 1D2+1D4**SKILLS:** Own Language (English) 75%, Language (French) 30%, Dodge 15% (7/3), Listen 50%, Stealth 50%, Speak French 65%, Spot Hidden 50%

as mice and birds, which she swallows whole, and later, she regurgitates the non-digestible parts. Hurit normally cleans up the small piles and pellets of bone and fur she finds, but has missed this one. Otherwise, Marilyn's suite is not unusual, and only items such as her clothing and personal effects are found here. There are no weapons or Cthulhu Mythos tomes or artifacts.

Marilyn Sutton:

Marilyn Sutton was made the bride of Ithaqua through the treachery of her brother-in-law Stuart and now carries the child of the Great Old One. Her formerly shapely body is now enormous, corpulent, and grotesque, as her pale and veiny flesh hangs in sickening folds. Her beautiful face has become flabby and soft, almost snow-white, but tinged with blue. Marilyn's lips, tongue, and fingernails have turned deep blue, and her thick, brunette hair has become coarse and streaked with white. Because of the alien spawn writhing in her womb, Marilyn also experiences strange and horrible symptoms. She vomits blood along with weird cold mucus, and her body temperature has fallen dramatically. Seeing Marilyn in this state costs investigators 1/1D4 Sanity points.

Marilyn is unaffected by the icy winter temperatures, and is driven to late-night wanderings through the wintry wastes, sometimes dressed only in her nightgown (see *Mother of Winter Night*). Hurit and Nurse Phillips have gone to Stuart Sutton repeatedly about Mrs. Sutton's health, nocturnal escapes, and diet, but he brushes it off telling them Marilyn will be fine. Due to their reliance on Mr. Sutton for both employment and housing, neither wishes to push the matter with him too far and threaten their positions.

The widow Sutton is solemn and introverted, not fully in touch with reality, and totally insane. She unshakably trusts Stuart, and if the investigators attempt to convince the woman of her brother-in-law's true intent or evil ways, she refuses to

believe them. If confronted, she will struggle to get away or order them out of her room. Should this happen, the investigators must make a Luck check to avoid having her yell loudly for help. If the Luck check fails, the alarm is raised and Stuart, Nurse Phillips, Hurit, or Achak come running within moments of hearing Marilyn's calls. If he is not present, Stuart quickly hears about the investigators' confrontation with Marilyn.

Mother of Winter Night

Every night, Marilyn Sutton attempts to leave the cabin to wander the forest through the bitter, blowing snow. Although watched closely by Nurse Phillips, the nurse is often overcome by her addiction and lax in her duties allowing Marilyn simply wanders out into the night. Marilyn then spends hours looking for food and staring into the cold night sky for reasons unknown to her. She is easily followed, although she has no specific destination—she simply aimlessly plods through the snow and forests, capturing and swallowing small prey and staring up at the sky. Eventually she returns to the cabin, where Nurse Phillips (if coherent) puts her back in bed, and the whole cycle begins again.

Unbeknownst to her, whenever Marilyn wanders the frozen wastes, the wendigo are close by, guarding over her from a distance. Anyone approaching her is watched closely, and the wendigo take action at the first sign of trouble. First they begin to howl and roar to scare off intruders—0/1D2 Sanity points to hear them. If that proves ineffectual then the beasts attack.

AFTER THE INVESTIGATORS ARRIVE

After the investigators arrive, a terrible blizzard begins, quickly snowing everyone in. The road down the mountain is inaccessible for as long as the keeper desires, long enough for the story to play out before the investigators are able to leave. The storm may let up enough for guests and investigators to move about outside the lodge within several hours, although the road remains impassable and escape futile. During this time, the investigators should have ample opportunity to interact with and observe the lodge staff and guests. As the Keeper desires, any number of unusual and suspicious events could take place up until the time of the birth of the child of Ithaqua.

The investigators should be kept suspicious of everyone, and may find themselves in trouble confronting Strollo or the strange Mr. Burgess. Doctor Wentworth might suffer a heart attack and die on them, etc. However, once the guests

find themselves stranded, they may begin to die as Stuart Sutton sacrifices them as offerings to Ithaqua. The Keeper may kill off the npc guests in this manner as the investigators conclude all interactions with them, or decide to spare some or all for the final attack (see *The Wendigo Raid*). Regardless, Sutton will not harm Achak, Hurit, and Nurse Phillips, as he needs them to run the lodge.

Throughout the time they are at Winter Haven, the investigators are aware of something stalking the lodge. Some examples could include furtive figures momentarily glimpsed, odd tracks found in the snow, chilling howls heard at night, etc. It is the wendigo who have been drawn to the lodge for the forthcoming birth of their master's son. Keepers familiar with classic Bigfoot movies can play up the creatures' stalking with those familiar tropes, some of which are provided in the *Wendigo Stalking* table. The Keeper may roll randomly, or choose specific encounters, as desired.

Exploring The Mountain

There should be ample reasons for the investigators to explore the frozen wilderness outside Winter Haven: Mr. Burgess' solo ventures, Stuart Sutton's late-night strolls through the woods, Marilyn's strange night wanderings, etc. As the investigators wander from the lodge, the Keeper may wish for them to periodically make Track checks in order to find their way back. Investigators making a

Wendigo Stalking

1. Someone catches a split-second glimpse of something large and hairy striding into the woods.
2. Something pounds on the outside walls of the lodge with enough force to cause small objects to fall off shelves: 0/1D2 Sanity check.
3. While using the outhouse for "personal business", one of the investigators is startled to hear heavy breathing and grunting, and then the structure suddenly shakes violently: 0/1D2 Sanity check.
4. A large, lumbering shadow is seen passing by a window: 0/1D2 Sanity check.
5. An eerie, horrible howl is heard in the night, coming from somewhere quite close to the lodge: 0/1D2 Sanity check.
6. A horrible, monstrous face is suddenly seen peering in a window. It is an emaciated, almost skeletal equine-face, with huge staring eyes and a large gaping mouth. Covered in long, dirty-white hair, the wendigo has stag-like antlers sprouting from the top of its head. Seeing the horrific creature costs 1/1D6 Sanity points.

Forest Encounters Table

- 1–30:** The investigators come upon some harmless wildlife: deer, a porcupine, raccoons, hawks, owls, foxes, etc. As soon as the animal catches the scent of the investigators, it flees.
- 31–35:** An investigator slips and falls into a gully. A successful dex check is necessary to avoid suffering 1D2 points of damage.
- 36–40:** The investigators hear what sounds like whispering or howling on the wind. Search as they might, they find no source of the noise.
- 41:** A wide, almost hoof-like, wedge-shaped print, roughly 12 feet long is found in the snow. Following the 100-foot stride of prints the trails suddenly stops. Investigators lose 1/1D3 Sanity points.
- 42–50:** A snow-laden tree limb suddenly cracks and falls. Investigators must make a successful dex check to avoid being hit and suffering 1 point of damage.
- 51–54:** The investigators encounter 1D4 wolves.
- 55:** The investigators hear a blood-curdling howl of a wendigo echoing through the forest. Each investigator loses 0/1D2 Sanity for hearing it.
- 56–65:** The investigators find a trail of obscured, weathered tracks in the snow. They appear human in size and shape, and seem to travel in circles, leading to nothing.
- 66:** The investigators encounter 1D2 wendigo.
- 67–80:** The investigators find a trail of animal tracks: deer, rabbit, raccoons, etc.
- 81:** The investigators find a frozen, unidentifiable corpse, partially buried in the snow. Closer examination of this dead man shows that his feet have been seemingly burned off, leaving blackened stumps. The sight of this weirdly mutilated body costs 1/1D3 san.
- 82–83:** The investigators find a trail of strange large prints leading off into the woods. This trail was left by one of the hairy wendigo that have been haunting the area around the lodge.
- 84–90:** The investigators hear the far-off howl of wolves.
- 91–100:** A sudden blizzard whips up, obscuring trails the investigators may have been following. A successful Hard Track check is required to find their way back to Winter Haven. Each investigator may attempt the check once per hour. For every hour that the investigators wander lost in the driving snow and freezing wind, they risk the chance of frostbite (see Frostbite).

Wolves

	STR	CON	SIZ	POW	DEX	HP	MOVE	BUILD	DB
#1	80	50	35	65	90	8	12	0	0
#2	55	55	45	35	50	10			
#3	60	90	40	45	50	13			
#4	45	80	50	35	80	13			
#5	75	55	45	65	50	10			
#6	60	55	30	40	65	8			

ATTACKS: Bite/Claws 50% (25/10), damage 1D8, 1 attack/round

ARMOR: 1 point of fur

SKILLS: Dodge 32% (16/6), Spot Hidden 60%, Track by Smell 90%

Wendigo

	STR	CON	SIZ	INT	POW	DEX	HP	MOVE	BUILD	DB
#1	60	80	75	80	80	75	16	12	1	+1D4
#2	75	45	105	60	50	65	15		2	+1D6
#3	95	80	85	60	75	95	17		2	+1D6
#4	75	75	90	70	50	100	17		2	+1D6

ATTACKS: Claw 30% (15/6), damage 1D8+DB

Bite 25% (12/5), damage 1D4+fear, +possible wendigoism

ARMOR: 6 points of thick hide

VULNERABILITY: Piercing a wendigo's heart with something hot instantly kills it. To strike a wendigo's heart, the investigators need an Extreme success on their attack roll. If its heart is not destroyed by fire, a wendigo rises from the dead at the next sunset, fully regenerated

SKILLS: Dodge 40% (20/8), Listen 75%, Scent 75%, Spot Hidden 75%, Stealth in Woods/Snow 75%, Track in Woods/Snow 75%

SANITY LOSS:

1/1D6 Sanity points to see a wendigo

0/1D2 Sanity points for hearing the eerie howl of these creatures

successful Luck check can add a +50% bonus to their Track checks for following their own tracks in the snow. Should investigators fail their Luck check, snow begins falling again, quickly filling in their tracks, and disorienting them. They now must make a successful Hard Track check to find their way back to Winter Haven. Keepers should consult the Frostbite table if investigators become lost for more than two hours.

The First Body:

After their first night at the hunting lodge, any investigators exploring the surrounding forest discover a gruesome sight. Atop a large mound of snow, stained crimson with blood, is the smashed and bloodied body of Arthur Burgess. The Sanity loss for seeing the savagely destroyed human body is 1/1D4+1 Sanity points. A successful Medicine check indicates that the victim was dropped from a high altitude and then crushed by something extremely large. A successful Spot Hidden check

reveals what looks like the outline of a gigantic, splayfooted print around the body, crushed into the snow and ice. The wide, almost hoof-like, wedge-shaped print is roughly twelve feet long.

Investigators searching for additional tracks in the snow find another roughly 100 feet away, and then another 100 feet away from that one with a successful Spot Hidden check. Those following the tracks find the trail suddenly stops and the surrounding treetops are snapped and bent, as though whatever made the enormous tracks flew away. The sight of the tracks and the realization of something big enough for a 100-foot stride costs the investigators an additional 1/1D3 Sanity points. A successful Cthulhu Mythos check suggests the tracks belong to a Great Old One, and with a Hard success, they identify the entity as Ithaqua.

Additional Encounters:

Any number of encounters may take place in the

forest—the Keeper may specifically choose them from the *Forest Encounters Table*, or they may be randomly rolled on 1D100 once per hour the investigators are in the forest.

The Wendigo Raid

When it is time for Marilyn Sutton to give birth to the child of Ithaqua, the savage wendigo attack the cabin and lodge. All is normal at the Winter Haven compound when suddenly, the sound of glass shattering and howls fill the air. Wendigo have smashed the windows in the guest cabin, and they carry Marilyn away to a prepared ritual mound in the woods. Hurit follows the creatures at a distance, still concerned for the woman's well being.

Simultaneously the creatures break into Winter Haven Lodge, smashing down the main door and shattering windows to enter the Great Room. One wendigo attacks the lodge per every two investigators, attacking everyone within. Of the



Frostbite

Prolonged exposure to frigid temperatures and wind is dangerous and may result in frostbite. For the first two-hour period investigators are exposed to such conditions, they must make a standard con check. For the following three hours (hours 3–5 of exposure) a Hard success on a con check is required. Beyond that time (over six hours of exposure), an Extreme success on a con check is required.

Failure indicates the investigator has suffered 1 hit point of damage as the flesh of their nose, ears, cheeks, fingers, and/or toes begins to freeze. For every 3 points of freezing damage suffered, the investigator loses 5 points of con, and for every 5 hit points of damage they lose 5 points of app. Manual dexterity is also impaired, and if more than 6 hit points are lost from frostbite, the investigator must make a Hard success on any skill requiring the use of their hands or fingers, such as shooting guns, wielding knives, etc. Additionally, the investigator's Movement Rate rate also decreases by 1 for every 2 hit points lost as their feet and toes freeze, becoming difficult and painful to walk on.

Frostbite victims require professional medical treatment. Even with this treatment, hit points regenerate at half their normal speed. Lost con regenerates at a rate of 1 point per week with medical treatment. Any app lost is gone forever. If an investigator

loses 25% or more of their total hit points to frostbite, there is a chance they will lose fingers, toes, or parts of their nose or ears. In this case, investigators must make a standard con check to fully recover without any loss of tissue. A loss of 50% of their hit points requires a Hard con success to avoid tissue loss during their recovery. Those unfortunate frostbite victims losing more than 75% of their hit points must make an Extreme con check in order to recover without any sort of tissue loss. The loss of toes permanently reduces the investigator's Move by 1, and the loss of fingers permanently incurs a 25% penalty on any skill check requiring manual dexterity. The Keeper may pick the loss or roll a 1D10 on the frostbite tissue loss table.

Frostbite Tissue Loss

- 1: 1D4 toes on the right foot
- 2: 1D4 toes on the left foot
- 3: Portion of the right cheek
- 4: Portion of the left cheek
- 5: Tip of the nose
- 6: Portion of the chin
- 7: Portion of the right ear
- 8: Portion of the left ear
- 9: 1D4 fingers on the right hand
- 10: 1D4 fingers on the left hand

guests, only Dominick Strollo can fight back, if he is still alive. Achak fearlessly fights alongside the investigators, doing what he can, unaware that his beloved Hurit has gone after Marilyn. The rest of the guests are quickly slaughtered unless saved by investigators.

The purpose of this Lodge attack is twofold: first to kill as many people as possible as sacrifices to Ithaqua, second, and more importantly, to eliminate investigators or keep them occupied long enough to prevent interference with the birth of the Wind-Walker's child. Should investigators survive the wendigo assault, it is easy for them and Achak to follow the beasts' trail, leading to the clearing and ritual mound (see *The Birth of a God Spawn*). At the Keeper's discretion, if Dominick Strollo still lives, investigators making a Hard Persuade check can also enlist his help in going after the creatures, or a standard Persuade check if his

Attacking Wendigo

	STR	CON	SIZ	INT	POW	DEX	HP	MOVE	BUILD	DB
#1	105	100	95	50	70	75	19		2	+1D6
#2	90	110	95	60	55	100	20		2	+1D6
#3	95	80	70	65	55	85	15	12	2	+1D6
#4	80	75	80	60	50	65	15		1	+1D4
#5	115	80	95	50	50	65	17		3	+2D6

ATTACKS: Claw 30% (15/6), damage 1D8+DB; Bite 25% (12/5), damage 1D4+fear, +possible wendigoism

ARMOR: 6 points of thick hide

VULNERABILITY: Piercing a wendigo's heart with something hot instantly kills it. To strike a wendigo's heart, the investigators need an Extreme success on their attack roll. If its heart is not destroyed by fire, a wendigo rises from the dead at the next sunset, fully regenerated

SKILLS: Dodge 40% (20/8), Listen 75%, Scent 75%, Spot Hidden 75%, Stealth in Woods/Snow 75%, Track in Woods/Snow 75%

SANITY LOSS: 1/1D6 Sanity points to see a wendigo; 0/1D2 Sanity points for hearing the eerie howl of these creatures

daughter Rose was killed in the attack. In this case, he'll be looking for payback, armed with his Thompson and as much ammunition as he can carry. The investigators, and their makeshift posse, arrive at the mound at whatever point in the birth the Keeper wishes, and witness as much or as little as desired.

THE BIRTH OF A GOD-SPAWN

Marilyn may give birth to her child at any time the Keeper desires. When it is time, the wendigo snatch Marilyn and take her to the prepared snow mound in the forest. If Stuart Sutton is alive, he is waiting for her. He reverently places Marilyn on a bed of pine boughs atop the mound to await the birth. The wendigo that brought the woman to the mound disappears to lurk and stand guard in the surrounding woods. Once Marilyn is placed in the bed of pine branches, Hurit rushes to Marilyn's side in an effort to assist in the delivery. Stuart does nothing about Hurit's presence, feeling she is no threat.

The labor is brutal, but brief. Marilyn screams as her internal organs rupture, and blood pours from her body, staining the snow crimson. The winter sky above begins to roll and boil, and vicious icy winds howl across the mountain. Several of the hairy wendigo lumber out of the dark forest to witness the birth of their master's child. Inside the widow's distended body, the monster-child ferociously claws and kicks, trying to break free. Within moments, Marilyn's abdomen tears open with foul mucus, blood, and bile spilling out. Marilyn screams her final wail as death begins to release her from this nightmare. The wind roars and blinding snow gusts cut through the freezing air. Hurit is dumbstruck with disbelief and horror, staring into her blood-covered hands.

Then the sound of a crying baby pierces the night. Marilyn feebly rises part way up to view her child and then slumps back into the blood-soaked snow, motionless and finally dead. Within the mass of torn organs and ripped flesh wriggles what appears to be a normal human baby boy. Anyone witnessing the brutal birth must make a san check for 1/1D6 Sanity Points.

The Iceman Comes

If Stuart Sutton is present at the birth, he moves forward to see his newborn messiah. He looks upon the baby but his face contorts appallingly. For a moment he stands staring at the infant, then takes it up, his hands trembling in rage, disgust, and bitter disappointment. He thrusts his head back and screams into the cold sky, cursing the Wind-Walker. Stuart Sutton expected a monstrous messiah to be born to him, but instead he was given what appears to be a perfectly normal human baby boy. Suddenly an icy gust blows from above as something huge and dark looms in the sky. Sutton screams out in terror, dropping the baby onto its mother's corpse, as he leaps from the mound racing off into the blackness of the forest. Above, mighty Ithaqua takes form, sounds a horrifying, unearthly howl, and strides across the night sky seeking the human who dared curse his name.

Each investigator present at this point may make an Idea check, with success allowing them the option to flee into the woods and avoid seeing Ithaqua. All investigators, however, must make a 1/1D6 san check for hearing the maddening howl of the enraged Great Old One. Those failing the Idea check must make a san check to behold the Wind-Walker, an enormous skeletal figure of mist, white bones, and moose-like antlers

emitting wisps of hoary frost. Investigators seeing Ithaqua take a loss of 1D10/1D100 Sanity points. Any investigators still in the clearing must make a successful Dodge check to avoid the monstrous sweeping claws of the Great Old One, or take 8D6 hit points of damage.

Ithaqua spends only enough time in this dimension to scoop up the baby before thundering off into the woods after Stuart Sutton. Shortly thereafter, investigators hear a human shriek carried on the cold wind. Those looking for the source of the noise must make a Spot Hidden check. Those succeeding see a panicked Stuart Sutton being hoisted high in the sky by Ithaqua, who strides above the treetops. Anyone who avoided seeing the Great Old One when he first appeared must now make a san check and lose 1D10/1D100 Sanity points.

New Spells

Cold Warning of Ithaqua

COST: 20 Magic Points

SANITY: 2D10

CASTING TIME: 10 Minutes

This potent spell causes its victim to freeze solid within a matter of seconds, bringing a painful death as tissue and blood turn to ice. The target must be visible and within 30 yards of the caster. The spell caster must first intone the name of Ithaqua, and then call upon the Wind-Walker to collect the soul of the victim. An intended victim first hears an eerie shriek carried on a cold breeze, and then must resist the caster with an opposed POW check.

If the caster wins the opposed POW check, the victim's flesh, organs, and bodily fluids freeze solid within seconds, painfully killing the victim. The body turns a deathly whitish-blue color. Seeing a victim of the **Cold Warning of Ithaqua** spell costs 1/1D6 SAN. These corpses radiate such intense cold that the chill is felt in a 30-foot circumference, and also take several days to thaw out.

If the target successfully resists the spell, its power backfires on the caster, delivering a Deadly attack (2D10 points of cold damage/Hard CON check to take half damage), and the caster also suffers the effects of one random roll from the *Frostbite Tissue Damage Table*.

Contact Wendigo

COST: 3 Magic Points

SANITY: 1D3 + Cost of seeing the monsters

CASTING TIME: 1D6+4 Rounds

This spell is used to contact Ithaqua's servant wendigo monsters. It must be cast in a snowy, dark forest, or in some other desolate and frozen area.



WENDIGO

Lesser Servitor Race

...he found no difficulty in following the tracks for the first few miles. The stride soon began to increase in length, till it finally assumed proportions that seemed absolutely impossible for any ordinary animal to have made. Like huge flying leaps they became. The feet that printed the surface of the snow thus far had now, apparently, left the ground! ...the face was more animal than human, the features drawn about into wrong proportions, the skin loose and hanging. ...

— Algernon Blackwood, “The Wendigo”

The wendigo are a savage race of hoofed or footless humanoids that worship Ithaqua in the cold northern regions. Wendigo subsist on a diet of moss, fungus, and frogs, although by far their favorite food is human flesh, which they seek out at every opportunity. Occasionally, a wendigo captures hunters or trappers for Ithaqua to transform into additional wendigo.

Wendigo have the ability to run through the air and often accompany Ithaqua as he races through the icy night sky.

They are savage, typically solitary, territorial creatures. Only while under the sway of sorcery or the influence of Ithaqua do wendigo cooperate and coexist. Otherwise, when two or more wendigo meet, they fight to the death, the victor eating the fallen wendigo and destroying its heart with fire.

ATTACKS & SPECIAL EFFECTS: The wendigo may attack with a claw and a bite each round. A bitten victim must successfully make a pow check or become struck with an absolute, chilling terror. Anyone so terrified immediately drops everything and flees the area. This icy terror lasts for 100 minutes minus the victim's current Sanity points. A successful Psychoanalysis check quells the fear immediately. Even worse, however, is the chance that a bitten investigator will become a wendigo. For every bite inflicted, there is a 1% cumulative chance of the victim being inflicted with wendigoism.

The only way to truly slay a wendigo is to melt its icy heart, either by piercing it with a sharp object heated to incandescence, or

by removing the heart, crushing it, and throwing it into a fire. If the heart is not destroyed, the “slain” wendigo rises from the dead at the next sunset, fully regenerated. Even removing its head or limbs does not prevent the wendigo from regenerating fully. A truly slain wendigo quickly decomposes into a skeletal mummified husk, which shortly crumbles to dust and blows away on the wind.

WENDIGOISM: People transformed into wendigo retain a semblance of their human selves, although savage and wild looking, with burnt stumps where their feet once were. Such transformed individuals retain their memories and knowledge, at least for a short while. Eventually, however, they completely change into monstrous and savage beasts. Humans who participate in cannibalism have a greater chance of becoming wendigo, regardless of their association with Ithaqua, wendigo, or the Cthulhu Mythos. The Keeper may decide the chance of transformation, be it 1% chance per act of cannibalism, or higher. Transformation is theoretically irreversible and permanent, although shamans of certain North American tribes may know secret sorceries to change a wendigo back into a man. Otherwise, there is no cure for wendigoism. Seeing a friend transformed into a wendigo adds an additional and automatic 1D2 points of sanity loss.

Characters who become wendigo gain 1D3+3x5 points of STR and CON, 1D2+2x5 points of SIZ and DEX, and lose all of their SAN. EDU and APP are no longer applicable. Knowledge of any spells known is retained.

Wendigo

Savage Beasts of the Cold Wastes

	ROLLS	AVG.
STR	3D6+6x5	80–85
CON	3D6+6x5	80–85
SIZ	2D6+10x5	85
INT	3D6x5	50–55
POW	3D6x5	50–55
DEX	2D6+10x5	85
HP	--	16–17
BUILD	--	2
MOVE	--	12

AVG. DAMAGE BONUS: +1D4

WEAPONS:

Claw 30% (15/6), damage 1D8+DB

Bite 25% (12/5), damage 1D4+fear, +possible wendigoism

ARMOR: 6 points of thick hide

VULNERABILITY: Piercing a wendigo's heart with something hot instantly kills it. To strike a wendigo's heart, the investigators need an Extreme success on their attack roll. If its heart is not destroyed by fire, a wendigo rises from the dead at the next sunset, fully regenerated

SKILLS: Dodge 40% (20/8), Listen 75%, Scent 75%, Spot Hidden 75%, Stealth in Woods/Snow 75%, Track in Woods/Snow 75%

SANITY LOSS:

1/1D6 Sanity points to see a wendigo
0/1D2 Sanity points for hearing the eerie howl of these creatures

The Great Old One flies into the dark winter sky, a baby cradled in one mighty claw, the hysterical Stuart Sutton in the other. Almost lazily, Ithaqua's claw holding Stuart Sutton slowly opens, and the crazed cultist begins to fall. The madman plummets hundreds of feet to the frozen earth, screaming the entire way, until the ground abruptly stops both his fall and screams. Searching the area, Sutton's twisted body is eventually discovered smashed into the frozen ground.

If Sutton did not survive to this point in the adventure, then the child is born, killing the mother. Ithaqua does not appear and instead

the servitor wendigo take the baby away into the forest, and the infant is never seen again.

Some Investigator Options:

The investigators are free to act at any time. There is little they can do to prevent the birth or to save Marilyn Sutton, but they can take action to influence the final outcome of the scenario. They may battle it out with Stuart and the wendigo, using whatever spells and artifacts they discovered during their investigation to expel Ithaqua or control the wendigo. They may even manage to recruit some allies from among the lodge's other guests.

The Fate Of Hurit

Hurit's fate is in the Keeper's hands. She may be driven insane by the sight of Ithaqua, or killed by the Great Old One or the wendigo, once the child is born. She may simply be ignored and left covered in blood, but unharmed atop the frozen mound. Whatever happens to her, no matter her final mental state, Achak stays by her side if they both survive.

The Fate Of The God-Spawn

The half-breed baby of Ithaqua is claimed by the Great Old One, or the wendigo, unless the investigators intervene. If they save the baby, they

ITHAQUA, GREAT OLD ONE

The stars had been blotted out... the great cloud which had obscured the sky looked curiously like the outline of a great man. And... where the top of the "cloud" must have been, where the head of the thing should have been, there were two gleaming stars, visible despite the shadow, two gleaming stars, burning bright-like eyes!

— August Derleth, "The Thing That Walked on the Wind"

Ithaqua has several manifestations or avatars. Its typical appearance is that of a giant, skeletal humanoid figure with webbed feet and burning red eyes. Its features are distorted and ghastly, looking like a parody of a human face pulled out of shape and filled with agony. The Great Old One appears wraithlike, its hair and even portions of its body billowing as if in a great wind.

Another form that Ithaqua may take is that of a giant shaggy humanoid with enormous stag or bull moose antlers, hooves, clawed hands, vicious fangs, and blazing eyes. It breathes out great clouds of steam and fog, and snow swirls about its form in strange patterns. This manifestation may be the inspiration to certain myths of horned gods and wilderness deities of early humans.

The Great Old One's thunderous tread is sometimes heard on lonely cold nights, its footprints later found in the snow. Ithaqua's stride measures over a hundred feet, and following its trail, investigators find that it suddenly vanishes (where Ithaqua has taken to the sky).

Sightings of Ithaqua are reported from the Arctic and sub-Arctic, where bands of Eskimos and Native American peoples encounter it. The Wind-Walker is known to stalk the wastes, tracking down hapless travelers and carrying them off. Such unfortunates are sometimes found alive, and they linger living for a while, unable to explain what has happened to them. Most are found dead weeks or months later, buried partway as if dropped from a height, frozen solid in positions of great agony, and missing random body

parts. Sometimes rotted corpses are found lodged high in the treetops in dense wilderness areas.

CULT: Ithaqua has a minimal cult, though most Native American peoples in the far north fear him. The inhabitants of Siberia and Alaska may leave sacrifices to keep the Wind-Walker from haunting their camps, but organized worship seems to be rare. The Secret Order of the Wind-Walker is an Ithaqua cult in Toronto, Canada. Ithaqua is more widely worshiped on the faraway world of Borea.

ATTACKS: This huge being may stomp, punch, and crush its targets. If it uses its claws, all armor is ignored. If within reach, Ithaqua may grab with one mighty claw per round. Anyone grabbed is automatically held as well, if Ithaqua desires. If Ithaqua is within a few dozen yards, it can use mighty winds to attempt to whisk victims into the air. Players of those attacked this way must make an opposed str check. If Ithaqua is attacking several investigators, divide its STR among them. The damage is in the lift and drop: 1D10 x 10 feet. Each 10 feet dropped equals 1D6 damage.

The Great Old One may also whip up great storms with howling gale-force winds and driving snow. In less arctic regions, Ithaqua may call down mighty thunderstorms and tornadoes or hurricanes, although the alien god seldom appears in such areas. The strength and duration of such storms are completely at the discretion of Ithaqua, and may go on for as long as several hours, or be over in a matter of minutes, depending upon the Great Old One's disposition.

Ithaqua

The Wind-Walker, The Wendigo

STR 250 **CON** 750 **SIZ** 500 **INT** 50
POW 175 **DEX** 150 **HP** 125 **MP** 35
MOVE 10/30 Flying **BUILD** 9

DAMAGE BONUS: +8D6

ATTACKS (1 PER ROUND):

Wind Gust 100% (50/10), damage lift and drop*

Fighting 80% (40/16), Damage Bonus

**1D10 x 10 feet. Each 10 feet dropped equals 1D6 damage.*

ARMOR: 10 points of skin and thick rime

SPELLS: All Call and Contact spells; Ithaqua may Summon 1D6 wendigo at will

SANITY LOSS:

1D10/1D100 Sanity points to see Ithaqua.

1/1D6 Sanity points to hear the howl of the Wendigo on the North Wind.

1/1D3 Sanity points to hear the thunderous footsteps as Ithaqua strides through the wilderness

COLD WARNING

must then decide just what to do with the child. Achak and Hurit know that he is an evil manitou and will not take him. Whatever investigators decide, if the child lives, he has a normal enough childhood before eventually transforming into a monstrous and powerful demi-god, the spawn of the Wind-Walker, during the first blizzard after its sixteenth birthday.

THE FATE OF WINTER HAVEN HUNTING LODGE

With all of the immediate Sutton family deceased, the lodge is in estate limbo. If Dominick and/or Rose Strollo and/or Dr. Wentworth have survived, any one of them has enough powerful connections to see to it that the investigators

get ownership of Winter Haven, assuming they want it. If the investigators gain possession of the lodge through Dominick Strollo, they will likely be called upon in the future to hide fugitives. If they gain the lodge with the help of Rose Strollo, she will occasionally use Winter Haven as a getaway for her secret trysts, possibly incurring the wrath of her overprotective father. Should they gain the lodge with the help of Dr. Wentworth, the physician sends doctor or lawyer friends to the lodge in the future, which may end up being a help or hindrance to the investigators. In any event, investigators may end up with a secluded base of operations in the deep woods of Maine, if they want one. Achak and Hurit, should either or both survive, gladly stay on as innkeepers and tend to Winter Haven while the investigators are off on adventures.

THE ICING: SANITY AWARDS

For solving the mystery of Joseph Sutton's death: +1D6 SAN

For bringing Stuart Sutton to justice: +1D10 SAN

For saving Marilyn's child: +1D6 SAN

If investigators kill the child: -1D10 SAN

If the investigators kill Marilyn before she gives birth: -1D6 SAN

If Achak survives: +2 SAN (and a likely ally for the future)

If Hurit survives: +2 SAN

For helping Dr. Wentworth, if he survives: +1D4 SAN +5% Credit Rating

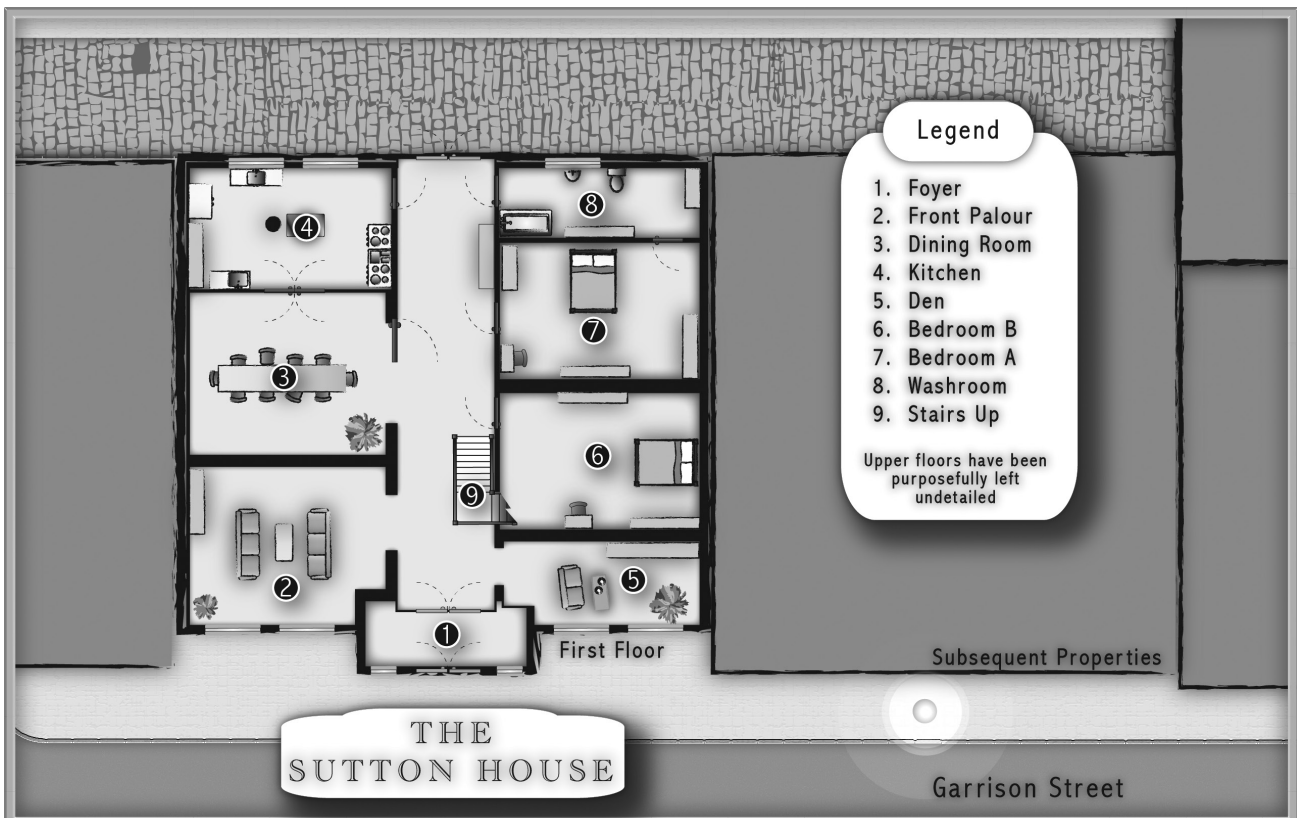
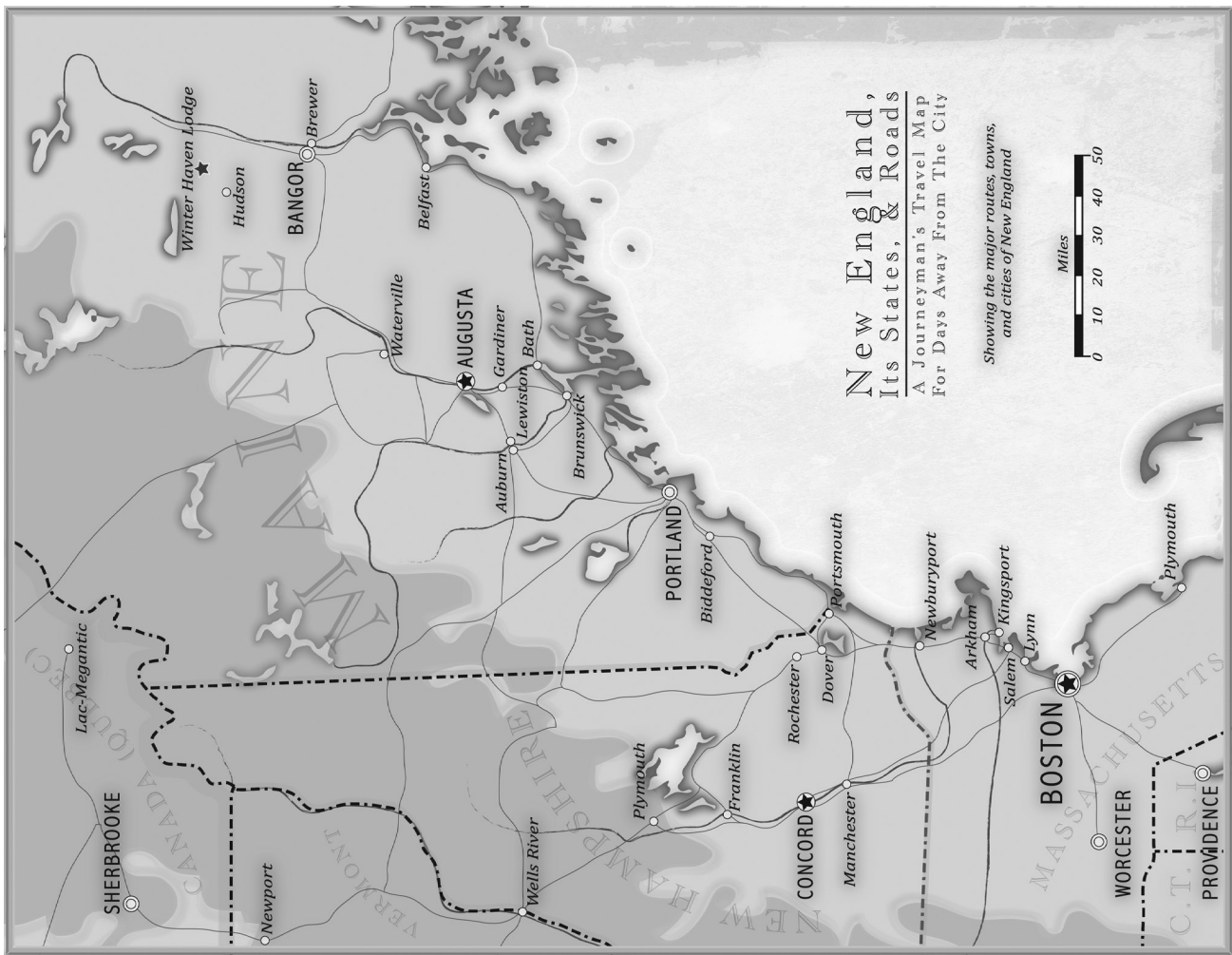
For helping Dominick Strollo survive: +2 SAN (and a powerful ally for the future)

For every lodge guest who survives: +1 SAN

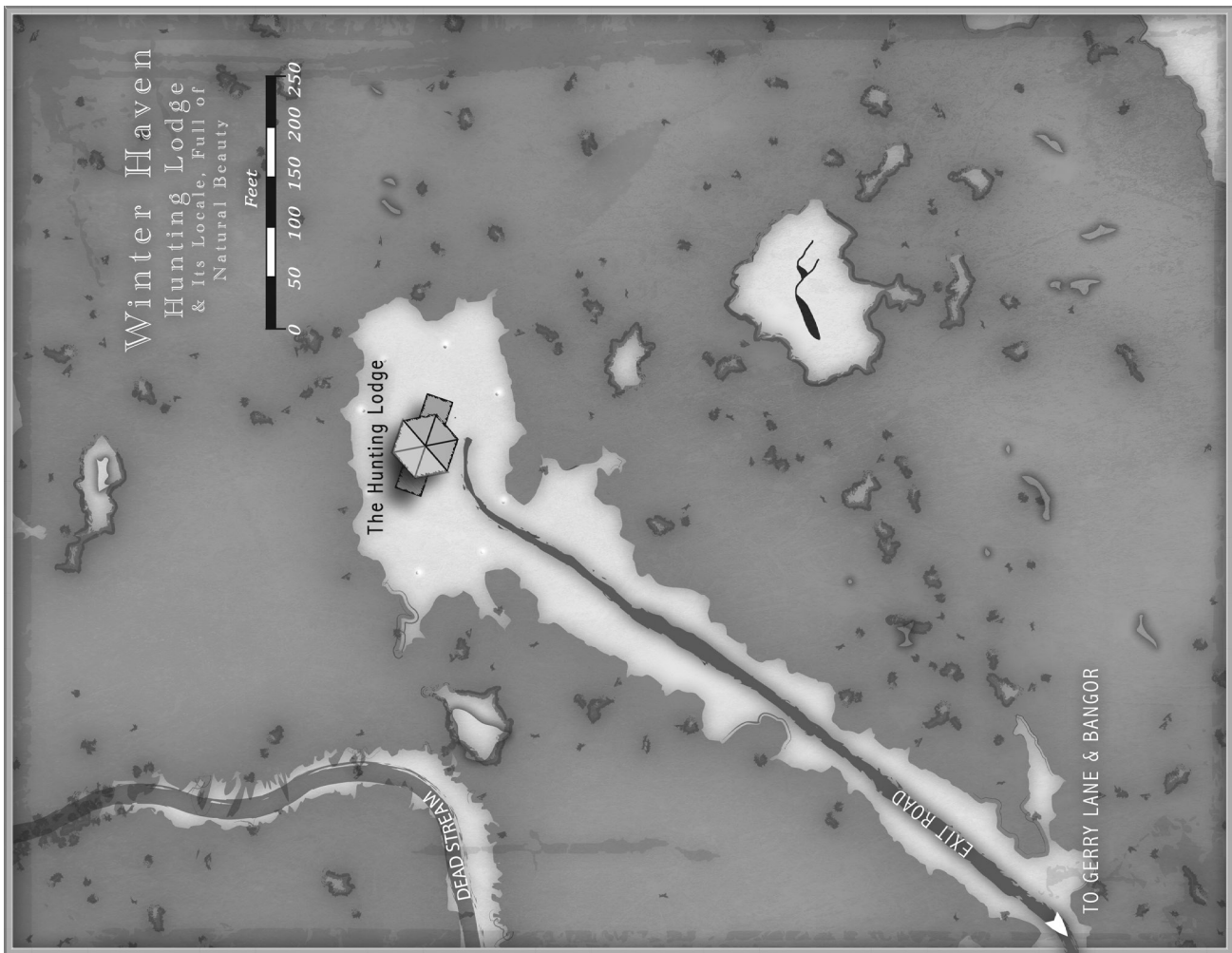
For each wendigo defeated: +1D6 SAN

FROM THE DESK OF
STUART SUTTON*Forwarding Address:**Stuart Sutton -**Winter Haven Hunting Lodge**30 miles north of Bangor. Closest town
is Hudson in Penobscot County.**Ask operator for NH-154. General
store in Hudson where I get messages
and mail. Leave a message.**I can't go on. Please
forgive me my beautiful
wife and my loving
brother**Joseph**July 23**Tonight I introduced Joseph and Marilyn to the
Master. It was a glorious event! He took Marilyn
as his bride, and used his humble servant as the
bridegroom for the consummation. How sad they
will not remember. Now I await the Messiah. The
snow will run crimson with blood and the
winter winds shriek out his coming. Then the son
will stride the winds with the father and turn
the world toward madness.**Insert.**Joseph is dead. My brother confronted me about
July. Somehow he remembered. It must have been
that damned doctor he's been seeing. Joseph was
a threat to us. I had to stop him. They think he
killed himself. I'll bring Marilyn to Winter Haven
until the great day so I can protect her and the
Master's precious baby.*

COLD WARNING



COLD WARNING





COLD WARNING



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What begins with the dubious suicide of Joseph Sutton, and the bizarre behavior of his widow Marilyn, leads investigators to Winter Haven, a remote hunting lodge in rural Maine. Here they experience mysterious phenomena, encounter suspicious lodge guests and staff, learn of ancient legends, and confront strange and frightening creatures before finally witnessing the awesome power of a Great Old One.

Golden Goblin Press is proud to present **Cold Warning**, a chilling Jazz Era, *Call of Cthulhu* 7th Edition scenario set in Arkham, Massachusetts and Hudson, Maine, by Golden Age master Scott David Aniolowski.

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